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The AVALON HILL GENERAL

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The Avalon Hill GENERAL is dedicated to the presentation of authoritative articles on the strategy, tactics, and variation of Avalon Hill wargames. Historical articles are included only insomuch as they provide useful background information on current Avalon Hill titles. The GENERAL is published by the Avalon Hill Game Company solely for the cultural edification of the serious game aficionado, in the hopes of improving the game owner's proficiency of play and providing services not otherwise available to the Avalon Hill game buff.

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Avalon Hill Philosophy Part 78

As stated before many times in this column, Avalon Hill goes to considerable effort and expense to be more than just another game company to its following. Financially speaking, it might be wiser if we expended all of our efforts in the area of game design and new games to the exclusion of customer services in periphery areas. Things like Opponents Wanted ads, AREA rating and matching services, pbmpads, variant kits, the ORIGINS tournaments, and even THE GENERAL itself do not pay for themselves except in terms of the good will generated among our customers. The following guest editorial by my long time postal friend and tormentor, Tom Oleson, announces another such losing venture. If you share our competitive instincts and appreciate having a "goal" for your hobby participation, we think you'll share our excitement about the possibilities. If so, or if not, drop us a line with your thoughts pro and con.

THE AVALON HILL PBM GAME CHAMPIONSHIPS

An unusual thing about the wargaming hobby is that, although it is an activity in which great care is taken to precisely define victory and defeat, there has been relatively little interest in organizing competition, and recognizing skill. This is all the more remarkable when one considers that the culture of which wargaming is a part is nearly obsessed with organized competition, from the billion-dollar world of professional sports, down to international Monopoly tournaments. There are unfortunate aspects of this competitive zeal, but most of it is just innocent diversion, in my opinion. If you enjoy studying batting averages, and following league standings, why not? Similarly, if you take pleasure in polishing your skills in one or

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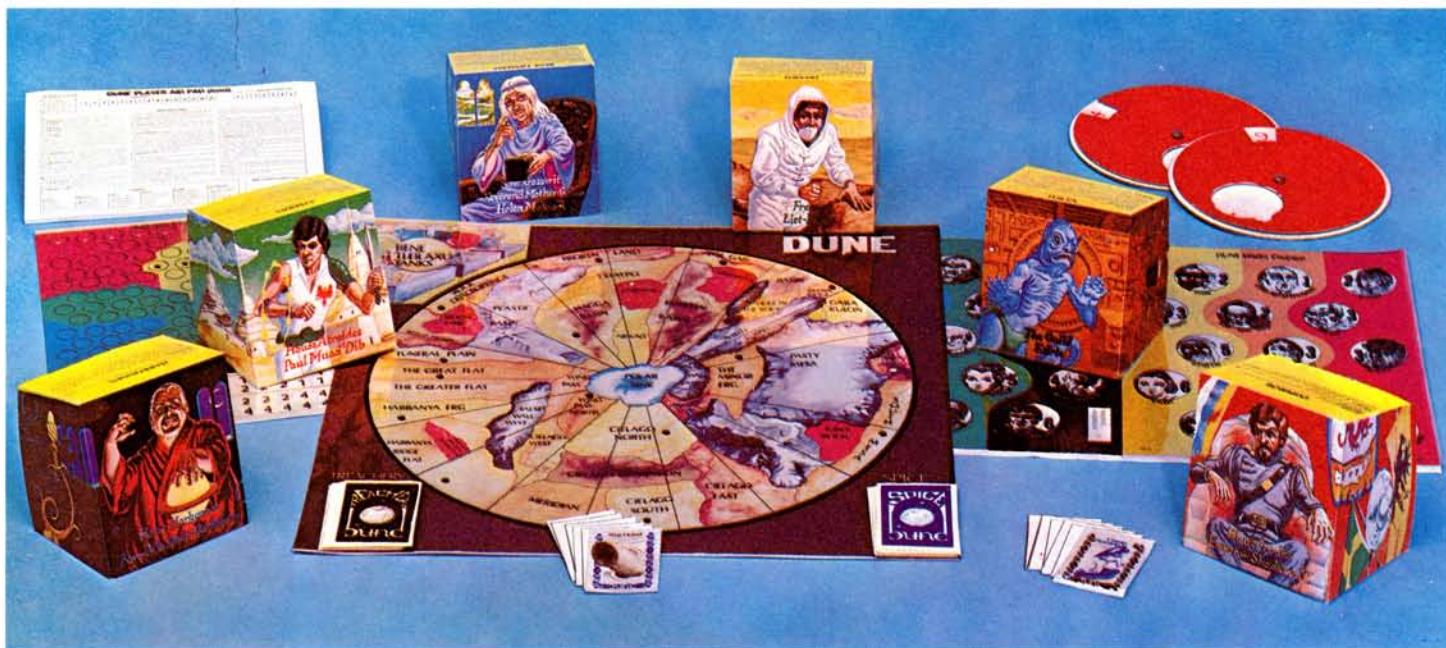
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THE ESSENCE OF DUNE

by the designers of *Future Pastimes*—Bill Eberle, Jack Kittredge, and Peter Olotka with modular assistance from that indomitable Englishman *Charles Vasey*.

The authors for our feature on DUNE are actually the design team which makes up that talented group called FUTURE PASTIMES—a small, new game company which stood the hobby on its collective ear in 1978 with COSMIC ENCOUNTERS. That novel game system proved to be the forerunner from which DUNE evolved to our eternal gratitude. Yet, not everything herein is seen through the naturally biased eyes of the creators of the game. Lo, there is an interloper in the script in the form of that inveterate game critic and all round rogue Charles Vasey. His comments from the view of the player on the attributes of the various game characters present an interesting comparison to the picture drawn by the designers of those same characters. Note that Charles' analyses take into consideration all the Advanced Game rules whereas Jack Kittredge restricts his comments to the Basic Game. In each case, Charles' comments originate in the left hand column of each module; those of Jack Kittredge follow on the right.

When we first began to imagine a *DUNE* game, we each remembered our own favorite images from the book. Creating the game was a matter of finding the right focus for the endless stream of ideas the book brought to life for us. Our goal was to create the essential experience of *DUNE* in a game. We would like to thank Frank Herbert for making such a project possible. The challenge of creating a game which matched the depth and excitement of the novel inspired our total enthusiasm and energy.

Our starting points were the planet, the spice economy, the intense competitive psychology of the book's characters, and the fierce battles waged on the planet's surface. Each of these elements offered its own possibilities for game play.

In this article we will describe how *DUNE* is played, illustrate the game by examples of possible play, and offer an analysis of specific game elements. We will also comment on the process of converting ideas in a book to ideas in a game and on optimum game strategies for *DUNE* players.

Perhaps the most important thing to say about the planet Dune is that it is constantly trying to kill you. Its dryness quickly sucks away all unprotected

body moisture. Its storms cut both men and metal to ribbons, giant sandworms attack anything that moves on the surface of the endless deserts, and possession of its wealth makes one a target for the most powerful and deadly forces in the Empire. Such a planet promotes the utmost of thrift, caution, shrewd calculation, and swift, precise action. Just the sort of place for an evening of classic confrontation among friends.

What makes Dune more interesting as a location for a game conflict than most imaginary planets is its contrasting deadly ecology and fabulous wealth. The spice wealth of Dune is extraordinary. The spice, or melange, makes people live longer, is necessary for safe navigation through space, and is subtly addictive. Obviously such a substance is destined to be the most valued commodity of any human civilization of which it becomes a part. And, if the substance which has become a galactic civilization's basic measure of wealth has as its only source the sand oceans of one planet, the conflict situation is classic in its simplicity. Control of Dune means control of the galactic empire.

The people are equally as interesting as the planet in this conflict situation. Civilization's expansion to the stars has created a violent military society in which personal skill with weapons and technological protective devices is mandatory, and where treachery, assassination, and armed force are the coin of daily life. In addition, techniques of exceptional concentration, mind control, and patient genetic engineering has led to individuals who are as dangerous as the most impressive weapons science has devised.

The combination of these fierce people, the unrelenting planet, and the struggle for ultimate wealth and power on the planet's surface is what *DUNE*, the game is all about. These are people of extreme intelligence and competitiveness who have been schooled in fighting and intrigue from childhood, and the plots generated by their conflicts are intricate and dangerous. While we were developing the game, we often described the nature of plotting and intrigue in the game by referring to Frank Herbert's phrase, "wheels within wheels

within wheels." The game has been constructed to foster just such a sense of intricate danger and opportunity.

In the *DUNE* game, each player is challenged to make the most of the resources he starts with. Each player has a given number of troops, leaders, spice, wealth, weapons, and special advantages and disadvantages relating to the abilities and political inheritance of one *DUNE* character, and also secretly controls a leader of one other player. On a map representing most of the planet's northern hemisphere, players attempt to win the game by seizing three Dune strongholds and holding them for the duration of one turn. Confrontations are resolved in battles where players must risk and spend their resources. The troops maneuvering on the planet's surface, the avid quest for spice, and the overall scheming are all brought to focus in the climactic battles which determine a player's fortune.

Except in the central region known as the Polar Sink, players must battle each other whenever their tokens occupy the same territory at the end of the movement round. In a battle, each player creates a battle plan on a battle wheel, and then the battle wheels are revealed simultaneously.

The elements of a battle plan are the number the player dials and reveals on the battle wheel, the value of the leader played, and the weapons and defenses (treachery cards) played which determine whether a leader lives or dies. In the battle, each player dials any number up to the number of tokens (troops) he has in the contested territory, and also must play one leader whose value (provided the leader lives) is added to the number of troops dialed.

Conflict on Dune is as costly as it is unavoidable. The number of troops dialed on the battle wheel are always removed to the "tanks" after the battle. A player who does not play the proper defense to counter an opponent's weapon sees his leader die, and the leader's value is lost in the battle. There are five leaders of different values for each player, and the value and the fate of the leaders often determines who wins a battle. Depending on available resources (weapons are expensive), a player usually protects his leader with a



House Atreides Paul Muad'Dib

House Atreides

Atreides, like their Harkonnen cousins, have the age-old problem of making an honest buck. They must be able to use the ten spice with which they begin the game to give them control of later spice mining. They lack decisive power in any area to make up for this lack of constant income and their advantages are such that the Atreides player should consider himself first and foremost a spice collector. Not for him the Harkonnen pleasures of spice from dead or captured enemy leaders.

Like the Harkonnen, the Atreides start with half their forces on Arrakis, and based in one of the ornithopter cities. Arakeen does not, however, have quite the range of Carthag (which is only out of range of four possible spice-blows). Territorially it means the Atreides player will be clashing mainly with Guild and Harkonnen forces, while the Harkonnen fight the Fremen and the Atreides. These positions can alter radically, but they are likely to hold at the beginning of the game and should be considered in choosing traitors. One of the advantages also available to the Atreides in searching for spice is their ability to look at the next spice card, the sight of a worm can allow the player to avoid losses, or to trick other players into fighting over the area for a comparatively small bait. The advantage may seem small, but it preserves House Atreides from the sudden fearsome losses that occur in this game.

Further use of the oracular powers can often make the Atreides a difficult group to beat. This is a necessary advantage for they lack special troops (one wonders why the Fedaykin should battle the Kwisatz Haderach) and their leaders are only marginally better than the Harkonnen. The most obvious advantage is that of "knowing" one part of an enemy's battle-plan. This is useful, but players should take care that the power does not lead them to forget the skills of battle. In any major battle the Atreides are likely to find a karama card taking away their vision, although the play of a karama card by the Atreides in exposing the entire battle-plan of an opponent can be a shattering blow at a crisis point in the game. The decision of which part of the plan to check is always difficult, and I am a past master at doing it wrong. Against a Harkonnen I would always check for the weapon used, defeat by a Harkonnen is pretty devastating with resulting captures, and his best bet is to nail your leader. Against other players in spice battles the number dialed is often the most useful figure as it indicates whether he is there in a spoiling attack or hopes to collect spice himself.

The decision as to which section of a plan to consider can be reinforced by the viewing of the cards in the bidding round. If you are doing this properly you might as well write the cards down and note the recipient. Such information may save you from wasting your other powers. It is also very useful in making sure your money is well spent (as well as making the other players just a little wary of a player with *no* useless cards in his hand). We ruled that the second (free) Harkonnen card was not seen by the Atreides, and this means that the Atreides must always keep reminding himself that one player is not totally safe. Unfortunately one frequently forgets!

The reasonable revival rate is certainly a boon to the Atreides who will find that even with CHOAM charity he can still bring fresh troops into action. Perhaps the best advantage is the Kwisatz Haderach. His +2 is most useful if the Atreides are getting a little short on the spice, of course one still fears the death of the leader but the protection of the leaders from being called out as traitors will tend to discourage players from picking an Atreides leader in the first place.

The Atreides are a testing side to play successfully, they must live off their wits more than most, but they are not without great power in the vital areas of combat and bidding. Providing they are played with care, and the spice supply is kept up they can be winners, but played too wildly they can be reduced to the position of bandits.

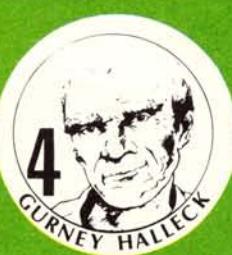
House Atreides

Paul is many people's favorite character in the game. He starts right off with a strong position on the board. He holds one of the two cities with ten tokens, so he has automatic movement advantages and half his troops are already on the board. Starting with 10 spice, he can afford to make strong spice-bids for the treachery cards. His leaders have good values and he has a choice among several strong heroes, unlike some other players.

But Paul's special foreknowledge advantage is the real appeal of the character. Seeing one turn ahead into the spice deck enables the cagy player to plan his moves with the secondary goal of getting into range for a far-off spice blow next turn. In addition it enables him to avoid being devoured by the giant worms, and in fact move to a stronghold or fortify his position in one that when the worm comes up and a nexus is declared, Paul becomes an ally worth courting.

Paul also has a better resource-economy due to his foreknowledge. Besides knowing where the spice blows are ahead of time, to collect wealth, he can see the treachery cards before bidding on them, thus purchasing only what he needs. An Atreides player with a poison, a projectile weapon, and a defense against each ought, if there is any justice in gamedom, to have an easy chance of winning the game.

But ultimately the test of the game is in the battles, and that is where the Atreides player shines. The leaders used by each side are crucial to most battles. Paul, by simply seeing ahead of time the offense or the defense his opponent will play, can guarantee either his own leader's safety or the death of the opposing hero, plus having a fifty-fifty chance at the other. This assumes he has the right cards, of course (which he will have seen to in his bidding already). I've seen many times when just the knowledge that Paul had such odds working for him caused his opponent to lose hope, not play any treachery, and consign a low leader to what was seen as certain death—only to find out that Paul had no cards worth using and had just bluffed himself into a nice gain.



The true Atreides fanatic will not only use his foreknowledge power in battle, but will also remember every card purchased, and by whom, and whether it was ever discarded or not. While this is harder than it sounds, the benefits are glorious. Once the hidden initial cards are played, Paul will now know everyone's hand except Harkonnen, and he'll know half of that. Knowing the weapons and defenses is of course great in battles, but also knowing who has the Family Atomics, a Harj, a Truth Trance, or a Cheap Hero or worthless card to use up gives you real insight into other people's strategies and what they are likely to do. It also lets you sit there and cluck knowingly while everyone else trembles as the Baron sends one token into a horde of Fremen—is it Lasegun/Shield, or just a Trip to Gamont?

As in life, however, such advantages have their price. The easiest mistake to make in playing Atreides is to come on too strong too early. With luck, timing, and daring sometimes you can streak to an early win, but more often than not you will be beaten back by aroused players in a joint effort. After

such a thrashing you will have lost your good cards, be low on spice, and have a lot of dead troops in the tanks. And it is harder for Paul to make a comeback than any other character. Thrown onto CHOAM Charity he must choose between buying a card (if he's lucky) every two turns or so, or shipping a couple of tokens into a stronghold only to see them blown away by an opponent for their leader's water. In this case foreseeing the implement of your death only heightens the pain.

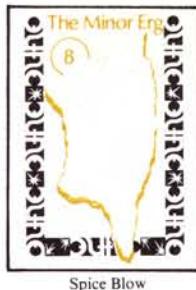
One other failing common to novice Atreides players is to become the policeman of Dune. Knowing everyone's capacities and intentions, it is easy to try to pick fights you can win and block the ambitions of the other players. But there are enough twists in the game that sometimes you will lose a battle you can't afford (through a traitor or hidden Karama). In any case, troubleshooting for very long will wear you down relative to the others, and seasoned players will do better to husband their strength for their own aims, and let the game take care of itself.

defensive treachery card and threatens his opponent's leader with an offensive treachery card as part of the battle plan.

The player with the highest number (troops dialed and leader value if not killed) has the highest battle force and wins the battle. The loser loses *all* tokens in the territory to the tanks and must discard any treachery cards played. The winner loses only the number of tokens dialed and keeps any treachery cards played. Leaders who are not killed are safe and retrieved after the battle round. Leaders who are killed are retrieved by the battle's winner who receives their value in spice (renders them down for their water since on Dune nothing can be wasted, especially moisture) before putting them into the tanks. Obviously, battles on Dune present both a high risk and the possibility of a high gain—possession of the territory or stronghold in question; elimination of an opponent's troops, weapons, and position advantage; and perhaps some bonus spice if a leader or two happens to be killed. Finally, a last variable must be added to the ingredients in these important battles—the traitors. At any time a leader may be revealed actually to be a traitor owned by an opponent. When this happens, everything risked in the battle is lost; the opponent revealing the traitor wins the battle, and, as a final irony, renders down the traitor for his value in spice.

The *DUNE* game is fueled by its spice economy. Players need spice to buy the treachery cards important to battles and to ship extra troops onto the planet. Spice can also buy extra reserve troops from the tanks and, when all of a player's leaders have been killed, can buy back leaders from the tanks. A clever player can also use a spice bribe to gain important information or concessions. In *DUNE*, spice becomes available at some desert location of the planet on almost every turn. Mysterious explosions beneath the planet's desert sands, called spice blows, bring large quantities of spice to the planet's surface.

Harvesting the spice is as difficult and hazardous as it is rewarding. Sometimes the giant sand worms come soon after the spice blow and devastate everything in the area except Fremen. And often players experience the frustration of being unable to get to a rich spice blow across Dune's vast stretches of sand and rock before the precious spice is lost forever to the effects of storms



and worms. Dune's storms are deadly. Men or machinery caught in the open desert during a Coriolis sand storm are obliterated. In the face of these hazards, a player must get his troops to a territory with spice and manage to be the only player with troops in the territory at the end of the turn. A player usually must take extra troops to a spice blow; some must defend the spice and some must be there to carry off the spice at the end of the turn. (Remember, troops dialed in a battle are removed from the board.) At the end of the turn, each remaining troop may carry off two spice (or three if the player is in sole possession of one of the city strongholds, Arrakeen or Carthag).

Four of the character/players, the Atreides, Harkonnen, Bene Gesserit, and Fremen, always have to acquire spice on the planet surface. The Emperor and the Guild may choose to compete for spice on Dune, but they can acquire spice more easily. Players must pay the Guild one spice token for each troop token shipped onto the planet from off planet reserves and must pay double to have troops dropped into unpopulated areas. The Emperor has an even steadier supply of spice. Players must buy all treachery cards from the Emperor.

During each turn players bid on treachery cards. For each player in the game, one treachery card is placed face down on the board. Of 33 treachery cards, there are 17 offensive and defensive weapons, 11 cards giving players a one-time advantage, and five worthless cards. Players bid on each face-down card, and the highest spice bid wins the card. The winner of the card pays the spice bid to the Emperor. To limit total dominance of the bidding round by wealthy players, there are two additional rules: no player may hold more than four treachery cards at one time, and worthless cards can only be discarded in battles.

TREACHERY CARDS

PLAYABLE ONLY IN BATTLE

Defense cards each turn aside 1 of the 2 most common leader attack cards.



×4



×4



×1



×4



×4

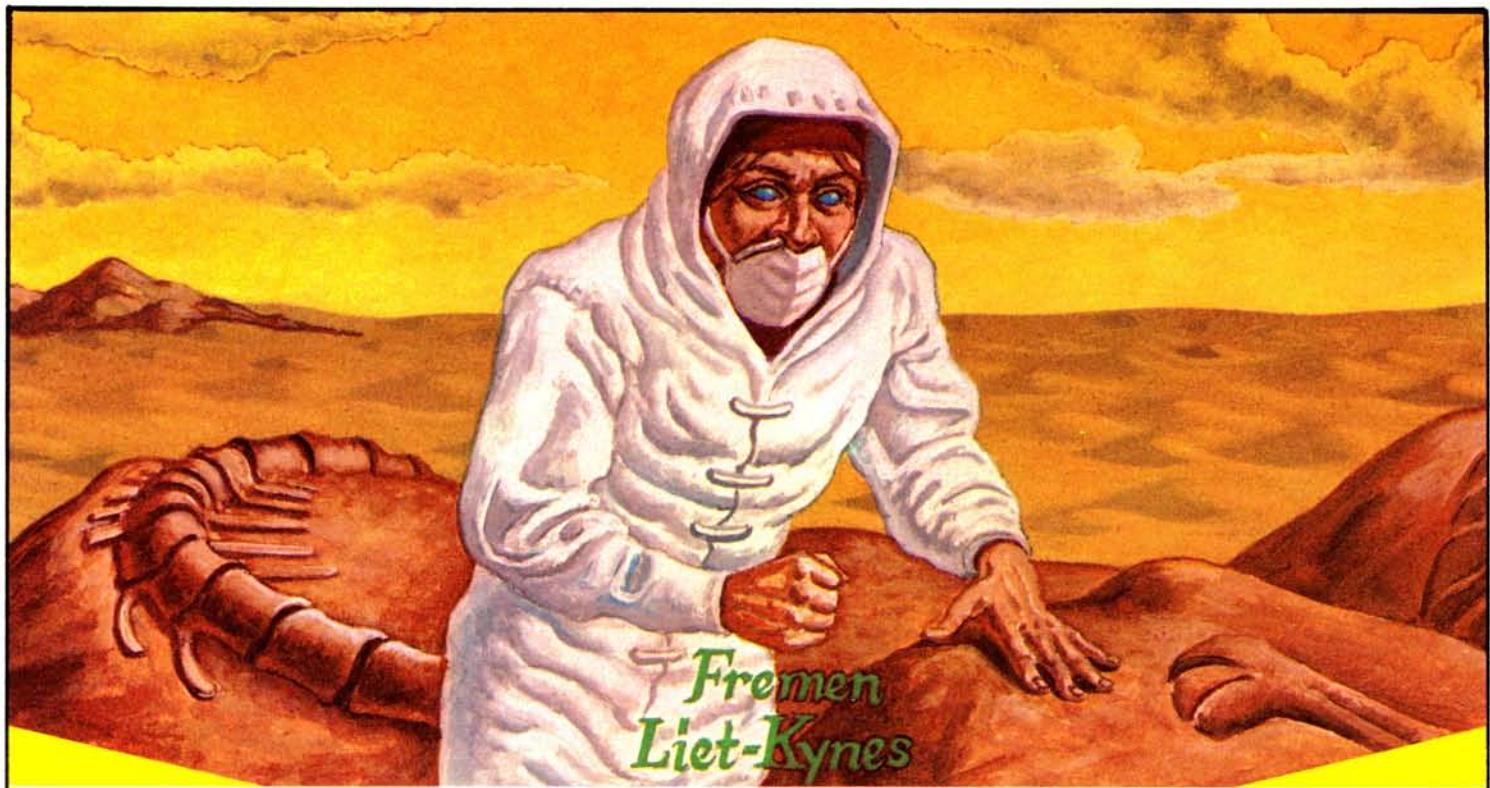


×1



×2

These worthless cards are well named but are actually worse than worthless—they are a liability and must be played in battle to free a full hand to draw a more suitable replacement. In the Advanced Game the Bene Gesserit may use a worthless card as a Karama card.



The Fremen

For the beginner Fremen are by far the best team to play. Their strengths and weaknesses are obvious and easy to employ. Further, the weaknesses are most notable by their absence. This is not to say the Fremen can be invincible, merely that you have to watch him like a hawk.

Militarily, the Fremen resemble a mixture of the Brigade of Guards and the Royal Marine Commandoes—they are tough. The Fedaykin are the only troops who can combat the Sardaukar, although I find that they rarely meet in the early game . . . rather in the manner of predators dividing the easy kills. Fremen leaders are excellent, only beaten for total leadership by the B.G. They also possess a spread of leadership which makes their attacks less predictable than those of the Sisterhood. A spread like this can withstand some fearsome depredations at the hands of traitors—although Stilgar is always suspect here, who can resist the chance to subvert seven points?

As if it was not enough that the Fremen are tough, they also turn out to be armoured troops and zip about the desert with a two area move. It is a useful exercise to mark out this zone of move, you will be amazed at how far Fremen can get on the turn they enter. This is not to forget that the Fremen possess an intercontinental capacity with their worms. Worm-riding is really the cream on the coffee (spice-coffee of course) as the worms should, by rights, have been busy masticating on the Fremen like everyone else. This ability to disregard the worm and profit from its appearance means the Fremen can intervene in strength at a spice-blow. Do not forget, however, that a large stack of Fremen and a worm spells Karama card from another irritated player. There is a special pleasure in sending 15 Fremen tokens to the tank!

The Fremen player (and his enemies) must realize that life on Arrakis is often an exercise in accounting. Unless you can turn a profit, or cause your enemies a loss, then you should leave well enough alone. The Fremen has a big advantage here in his free revivals. This makes him four or two spice less worth attacking or more likely to attack. If you are fighting over a six spice blow this becomes important. On top of this is the important fact that the Fremen reserves arrive on the planet without the aid of the Guild. This not only deprives our fishy friends of the money, but it means they (the Fremen) enter for free. This a powerful saving.

Perhaps the Fremen's major disadvantage is his lack of spice. It means he must play cunningly at first, keeping men in reserve and only going for the minor spice-blows. This is, in my opinion, also a hidden strength in that it keeps him from the battles for supremacy. He may then emerge and pick up the spoils. The other players *have* to realize that they must keep the Fremen from getting spice. If supplied combat is used the Fremen can be bled to death with care, even if not in use the lack of treachery cards can be used to weaken them. In a non-alliance game, however, the player who stops the Fremen simply gets killed by the others.

The Fremen also have the advantage of being the local Ecology Party. Not only are they friendly with the worms, but they know how far the coriolis

storm will go in a turn—once again making their investment in spice gathering much less than those who must risk destruction. This is also the key to their easy victory conditions. If they can spoil the chances of victory for others and hold their two sietches *and* keep the Great Houses out of the smuggler's sietch, then they win. They have managed to achieve Liet-Kynes' great ambition. This sort of fall-back victory is all the more likely in a non-alliance game.

The Fremen are thus immensely strong. Like the Atreides, Harkonnen and B.G. they are punished by the use of the supplied combat rule. For this reason alone I feel this rule should be used. Even with this provision they are so resilient and tough that only alliances can stop them. They should be played by the sort of gamer who likes hurting those smaller than himself.

The Fremen

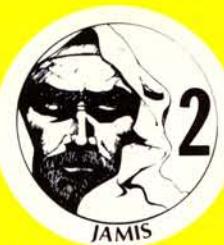
This is the character for anyone who has ever wanted to command an ideal guerilla army. They are numerous and seem to spring up in hordes from the very sand itself, they fight heroically, they're mobile, and they are in league with the other creatures whose home they share.

The first turn in the game the Fremen can have all 20 troops on the board, harassing, blocking, threatening. The only player given three initial starting locations, the Fremen at the start of the game form an arc controlling half the board. The free revival rate of 3, the highest in the game, enables them to recover quickly from defeat. The fact that they do not have to pay to transport troops onto the planet, but simply swarm on from the other side, means that those revived troops will be rapidly back in the thick of things to wreak vengeance.

With the highest leader values in the game, plus the readiness to waste a few extra troops to guarantee victory, no player takes on a battle with the Fremen joyously. Even if an opponent is certain of killing the leader, the Fremen can often throw enough troops into the battle to win it anyway, carrying off the leader's water to purchase treachery with and forcing the opponent to discard his hoarded weapon.

The Fremen ability to move two territories at a time gives them assured mobility without having to tie troops down to the defense of a city. In addition, the power to surge onto the planet at any point up to two territories away from the Great Flat is both a source of significant extra mobility and the key to the surprise Fremen win (Sietch Tabr can actually be taken by the Fremen from off the board as a part of placing their reserves, while still leaving them a normal move.)

Finally, the Fremen's close relationship to Shai-Hulud enables them to mount the lethal beasts and ride whither they will. Since the appearance of these great worms is also the signal for alliances, the Fremen ability to drop a force anywhere on the board gets them all due respect in the diplomatic councils that ensue.



Of course guerilla armies also have one fatal flaw—their poverty. The Fremen starting the game with 3 spice might as well give up hope of buying a card for a round or two. To even get into the munitions market they will have to risk heavy casualties harvesting spice, unless they can luck into a blow so isolated that no other player can reach it. But then they don't have to worry about spending for shipment or to revive troops, so every precious bit of spice can be spent for their arsenal, which is as it should be.

Of course a Fremen force happening upon a weapon or defense in the initial deal is fortunate indeed. After watching a battle or two and finding out who has what, the crafty player can pull a surprise raid on an opponent with deadly effect and possibly even cart off the overwhelmed leader's value in spice for further weaponry.

Generally, it is best for the Fremen to lay back early in the game and get spice, converting it to weaponry. Large groups of Freemen are usually immune from attack (although watch out for the Lasegun/Shield). In addition,

going for the spice blows assures you of being there when the worm surfaces, to take advantage of its mobility and surprise.

As the game progresses, however, even poverty stricken Fremen will be able to buy treachery cards as most player's hands will be full. It's especially gratifying to see the great powers groan as you buy cards for one spice that they were bidding 7 or 8 for two rounds back. Also, toward the mid-game you will have a better idea of which players held traitors belonging to someone else. Thus, you can engage them in battle confident that your larger force will not be lost through betrayal.

But the Fremen should not wait too long, biding their time. After a few false starts one player will break for the win—and it will almost always involve a surprise move into a Sietch in Fremen territory. Depending on the timing, you need either to be there waiting for him or able to get there fast and throw him out. It is often after just such a defensive victory that the Fremen have the best chance of consolidating their position and moving next turn for the win themselves.

In addition to the advantage in spice retrieval, possession of a city stronghold gives a player a movement advantage. Holding a city allows a player to move a group of tokens through up to three adjacent territories during the movement round. The rationale is that possession of a city gives a player control of ornithopters for travel and of spice factories and carryalls for spice retrieval. A player who does not hold a city may only move a group of tokens from one territory to an adjacent territory. However, because of their desert experience, the Fremen can move through two adjacent territories. And the Guild with its space ships can move troops from any territory to any other territory.

In general, the movement system is designed to accomplish three things. First, it reproduces the enhanced ability of the Fremen, the Guild, and the ornithopters to move troops across or over the unfriendly surface of Dune. Second, it relates the cost of transporting men onto Dune from off planet to the Guild monopoly on transportation. And finally, it represents the general difficulty of any movement on Dune.

A devastating Coriolis storm blows around the planet with awesome winds and blocks movement through one specific pie-slice shaped vector on each turn. When the storm is moved, any men or spice left in its path are eliminated. An additional hazard exists below the desert in the form of Shai Hulud, the giant sandworms. If a worm appears in a territory containing men or spice—all are lost.

The appearance of the worm also signals a NEXUS, a convergence of unalterable events which bring together the potential for a new unforeseen future. In game play, the nexus offers the opportunity for players to make alliances with one another. The alliances are binding until the next nexus occurs, at which time the alliances may be broken and new ones formed.

The treachery deck contains various cards allowing players to utilize special resources which can help them plan for conquest. Among the resources are the ability to control the weather, to gain extra movement, to revive dead leaders, and to prevent opponents from utilizing special abilities. The cards are played when appropriate as part of a players overall strategic plan.

Each of the six characters in the game has unique advantages related to the political advantages and inheritance of the characters in the novel. *DUNE* creates the feeling of the novel through play mechanisms rather than through a numerical duplication of specific battles. The dynamics of the interacting characters are crucial to maintaining the sense of intense struggle and intense personality which is the essence of the *Dune* novel.

THE CHARACTERS:

The Emperor Shaddam IV of House Corrino controls a cadre of leaders with a total fighting force value of 19 points. This is the third best value in the game. The Emperor begins the game with no troops on the planet but with a substantial amount of wealth and with immediate access to more, since all treachery cards are purchased with spice paid directly to the Emperor. The obvious advantage is that the Emperor can focus on capturing the strongholds without having to risk the hazards of harvesting spice on the planet. As the game progresses, the Emperor's perpetual wealth makes him a tempting ally.

Paul Muad'Dib of House Atreides possesses limited prescience and therefore can see ahead into the spice deck and the treachery deck. This allows Paul to plan ahead in movement—avoiding worms and getting a head start toward a spice blow. Additionally, his foreknowledge of the treachery cards allows him to avoid purchasing worthless cards or good cards already held, while providing him knowledge about opponents' resources. The prescience extends itself to the battle round where Paul may "see" one element of an opponent's battle plan. This advantage when coupled with prior knowledge of a player's other treachery cards gives Paul much potential. The Atreides leaders have a total fighting value of 17.

Liet Kynes of the Fremen has the advantage of being native to Dune. The Fremen are immune from the worm and, in fact, gain an extra move when the worm appears in their territory. In addition, they have enhanced movement ability, moving two territories instead of one. Their high revival rate is, perhaps their key advantage. Being native to the planet, they also never have to pay the Guild for

transportation costs. The Fremen leaders are the second strongest force in the game with a fighting value of 23.

Baron Vladimir Harkonnen of House Harkonnen excels in treachery. As the game begins, Harkonnen may record the names of all opponents' leaders who fall into his clutches (all other players have only one traitor). The Baron may hold as many as four traitors. Additionally, the Harkonnen receives an extra treachery card with each one that is purchased. The Baron's leaders have a total value of 16.

Edric of the Guild represents a coalition between the smugglers and the Guild. His primary advantages relate to travel. The Guild collects from all other players who ship to the planet, while enjoying half price rates for shipping his own troops. In addition, the Guild has free movement on the planet itself which allows for surprise moves from distant locations. The Guild has a fighting force of only 14, but may adeptly avoid spice motivated battles when collection of fees provides sufficient income.

The Reverend Mother Gaius Helen Mohiam of the Bene Gesserit (BG). The BG represent the most subtle of all the characters, possessing the advantage of being able to predict the outcome of the game and, if correct, win the game instead of the apparent winner. The BG may also utilize the "voice", forcing their opponent to play (or not play) a certain item as part of their battle plan. The BG send in one spiritual advisor to the planet along with every shipment by an opponent. Their fighting force is 25, the highest in the game.

THE PLAY:

Here is a typical opening round in a four player game involving the Emperor, the Harkonnen, the Guild and the Atreides.

Emperor is first player as the storm marker has been moved and stopped before the Emperor's player dot (one of six surrounding the map). The top spice card in the deck is flipped revealing six spice in Rock Outcroppings. Emperor is not particularly concerned with this information since he knows that he will collect sufficient spice during the bidding round which is about to take place.



The Guild

Spice is the key of the fate of the galaxy in *DUNE*, and the Guild player has spice aplenty. Indeed players who wish to play the role fully might consider the Guild monopoly as being akin to the OPEC oil cartel. The advantage is great wealth, the disadvantage is nobody loves you when you need allies. The wealth is, of course, dependent on a plentiful supply of units willing to be landed on Arrakis. Some players might play the game close to their chests in the early stages, but the Guild is likely to find the Empire (wealthy on all those early bidding rounds where everyone bids) providing him with plenty of spice as all his forces are off-planet. Indeed it is worth considering the difference in the two wealthiest sides in the game. The Empire is certainly militarily strong, but its wealth depends on how much spice the other players are willing to put into cards. The Guild however is *not* militarily powerful, but its source of income is pretty regular (as all revived units, bar the Fremen, must be landed by Guild ships). True, the Guild lacks the power to alter the rates as they did in *Dune*, but even their open-handed policy can yield the stuff of victory.

To say the Guild is not militarily powerful is to recognize that leaders are an immensely powerful part of one's combat plans. The leaders of the Guild are, frankly, nothing to write home about. Stabian Tuck is useful for the desperate battle, but if he turns traitor then the Guild must prepare by using what it has in abundance—spice. The spice can be usefully expended on treachery cards, indeed I suspect that the early wealth of the Guild should not tempt it into too precipitate a battle plan. Instead they should ensure that even if they lose they at least take the opposition leader with them. Obviously if one is using the supplied combat rule the Guild becomes immeasurably more powerful, and their lack of leaders is much less noticeable. The Guild must not only remember they are more likely to lose a combat, but that their free revival is limited and even their wealth is not without limit. The Guild attacking the Fremen is a sad affair, as the Fremen just keep on coming.

Of course, the Guild's cheaper costs of landing mean they are very maneuverable and can maintain a much more credible threat with off-planet tokens. If they can acquire ornithopters they have an incredible flexibility which belies their weakness. The Guild actually starts with forces on the map and in a stronghold. This is an advantage that should not be overlooked because the Guild possess one final great advantage. They benefit from equilibrium, and equilibrium (especially in non-alliance games) can often be the order of the day. The automatic win tactic is very useful, it means that even a failed Guild attempt to win can lay the basis of victory by preventing other players establishing hegemony. The spoiling tactic can also be assiduously followed until the fatal moment when the Guild can suddenly "come out" and "go conventional". The Guild player thus has all manner of lovely bluffs and double-bluffs available to him *but* he must realize that the automatic win conditions are automatic only if they occur, and to fulfill this he must work hard and carefully. The best thing about the residuary victory is that there is not a thing the others can do. The only way they can stop

you is to win themselves—and that is something the others are going to want to stop. There can be no defensive league against residuary victory.

One of the Guild's more useful powers in this game of brinkmanship is the ability to alter when it takes its turn. This allows the Guild to prevent some surprise victories, or seize sudden advantages which its weak forces could not, otherwise, do. It also infuriates the other players and is thus Highly Recommended. This ability, together with a Karama card can be most amusing. The sudden ability to close off space can be deadly, preventing the most careful plan coming to fruition. It is also most satisfying to the Guild player who has had to fly in Uncle Tom Cobley and all throughout the game. Worth the spice those Karama cards.

The Guild despite all its peculiar advantages and disadvantages must remember one important fact. The Fremen do not give a hoot for them! The Guild can no more threaten them than the Saudis can threaten bicyclists. With their powerful replacement values and good leaders the Fremen are an enemy not to be sneered at, and a friend to be cultivated. Further, although the Guild has a residuary victory condition, so do the Fremen, and it is this factor which prevents the Guild from sitting up in space laughing. They must actually work against the Fremen, especially as the other players may not be too keen to do the work for them. Still plenty of treachery can defeat even Fedaykin under Stilgar.

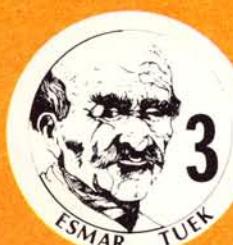
The Guild player should be an experienced gamer with an ability to play with cunning and pursue many aims depending on the actions of his more powerful opponents. Such a player will find he has options that almost rival those of the Bene Gesserit.

The Guild

To the undiscerning eye the Guild would seem among the least powerful characters in the game. Its leaders are significantly weaker than those of any other player. It starts the game with only five tokens on the board, these in a Sietch rather than a city, providing no movement or spice collection value, and isolated at that, far from the center of action around Carthag and Arrakeen. Even its special advantage of mobility can only be exercised at a price, admittedly half the rate any other player would pay for such services, but then their unique abilities are at least inborn and free. Finally, its distinction of being the winner of the game if no one else has won by the end of 15 rounds when the spice deck is exhausted seems almost to be adding insult to injury, saying here's something to cheer you up for having such a lousy character.

And yet, a skillfully played Guild will win the game a disproportionate share of times, and not after fifteen rounds, either. How is this possible, and how can a player maximize his advantages as the Guild?

First, the Guild's source of income is secure. It will not come in great piles, and then dry up for a round or two like the Emperor's, but it will come in slowly and steadily as players strengthen their positions or need to develop



a force in an area at the opposite end of the board from their existing tokens. The only way to do this, of course, is through the privilege of shipping in reserves via the Guild. Obviously, the more aggression and mayhem which occurs on the board, the faster tokens will have to be replaced and the richer the Guild gets. A clever Guildsman will foment clashes between the strongest players and keep a low, unthreatening profile himself.

Second, the Guild's extraordinary mobility makes its isolation a virtue. While it can instantly move wherever it chooses on the map, picking up inaccessible spice blows, darting to the other side of the storm by going around it, or striking at poorly defended strongholds while the occupants are off gathering spice, the Guild's opponents never seem to find the time to send an expedition across the board to raid Tuck's Sietch. The only real threat to the Guild home base is from wandering Fremen bands, and they usually concentrate nearer to the Great Flat and Sietch Tabr, and from opponents shipping a force directly into Tuck's Sietch. This latter is best avoided by keeping five or six tokens there—a number too low to tempt kamikazi raiders with a Lazegun, but high enough to make it very expensive for an opponent to drop a winning force from the skies.

Finally, the Guild is highly coveted as an ally because of the great free mobility it provides (the collective spice can be pooled and then be paid to the Guild for shipping, only to be reused once more) and its threat, if you don't

ally, that it will drop into your most weakly defended stronghold with an army of tokens.

The best strategy for you in playing the Guild is generally to lay back in the early game keeping Tuck's Sietch moderately well defended and occasionally picking up a spice blow uncontested or, if you need to rid your hand of worthless cards, sending a nominal force against a force across the board. You should concentrate on building up spice and assembling a set of weapons and defenses in your hand. After a few rounds you will have the spice and equipment to be a threat, without giving that appearance. As soon as a city opens up (due to a Lazegun/Shield mishap, a Family Atomics explosion closely followed by a high wind, or a nearby spice blow tempting away most of the garrison) and you can beat the defender, if any, go in force. This puts you in a winning position by holding 2 strongholds and able to ship to a third and march to a fourth on the next turn, with the luxury of being able to lose a battle and still win.

Needless to say this strategy is safest just after the storm has passed your player dot and you are the last to move, gaining the advantage of surprise and keeping the option of retreat if necessary. While you still have to worry about your low-valued leaders, if you have gone in sufficient strength, have good cards, and know your opponents, it is surprising how often a highly aggressive surprise attack like this will win the game for you.

BIDDING ROUND

Four cards are laid out and Atreides looks at the first card, seeing that it is a worthless Kulon. In this case Emperor has first bid and Atreides last. Emperor needs cards but at this point wants simply to drive the price up and so bids two spice. Harkonnen anticipates getting two cards for the price of one (excelling in treachery), and so bids three. This is too much for the Guild who would like to know which way Atreides is leaning before tossing four spice away. Atreides must now decide if he should bluff and bid on the worthless card or pass. His only hope is that Harkonnen's greed will force him to stay in the bidding with a 'five' bid. (This would represent half Harkonnen's opening spice for the card plus the bonus card.) Atreides gambles and bids four. Emperor passes, Harkonnen considers for a moment and bids five. Guild and Atreides pass. Harkonnen has bought the card and pays five spice to Emperor for the Kulon (a wild ass). Harkonnen draws another card (bonus) which Atreides does not see. The second card is now laid out with Atreides seeing that it is a Poison Weapon. Emperor now has extra spice from the previous payment, and opens with a 'four' bid hoping to drive everyone out. Harkonnen passes, Guild passes, Atreides bids five and Emperor six.

Emperor wins the bid paying six to the box. *Third card:* Emperor bids one, Harkonnen two, Guild is nervous about getting a card and bids four trying to hold off Atreides. Atreides has seen that the card is another poison weapon and bids five winning the bid. *Fourth card:* Emperor wants to conserve spice for the cost of shipping troops onto Dune and opens with a 'three' bid just to up the ante. Harkonnen is driven off by this bid as he is also mindful of the need to pay for shipments. Guild would be willing to pay four for the card, and so bids. Atreides is in a bind. The card is useful, a shield, but a 'five' bid would seriously deplete his resources. Atreides decides to pass. Guild takes the shield. (As an after-thought, Atreides realizes that the Guild payment of four also enriches the Emperor to a point where he can bring in a larger number of troops on his first move—with all of the spice going back to Guild for transport fees. The Emperor/Guild inflation factor is at work.)

REVIVAL AND MOVEMENT

Emperor has first move. The board shows 10 Harkonnen in Carthag, 10 Atreides in Arrakeen, 5 Guild in Tuck's Sietch. Sietch Tabr and Habbanya

Ridge Sietch are unoccupied. Emperor would like to hold Carthag or Arrakeen but doesn't have strong treachery cards and doesn't want to risk a battle. Emperor decides to land five troops in Sietch Tabr and bide his time. Emperor pays Guild five spice for the trip; play passes to Harkonnen.

Harkonnen needs spice and decides to use his remaining spice to strengthen the force in Carthag. Harkonnen pays five spice to Guild and lands five troops in Carthag. He then marches five troops to Rock Outcroppings (where the spice blow of six is located). The trek takes the troops through Tsimpo and Plastic Basin. Play passes.

Guild does not need spice, having already collected ten from the previous players' transportation fees. Guild would like to land troops in the unoccupied Habbanya Ridge Sietch, strengthening his position on the board. However, Guild had drawn a Lazegun weapon on the initial deal during the game setup and knows that because a Lazegun/Shield combination creates an atomic explosion, he can wipe out all of one of his opponent's troops while sacrificing but one of his own. Guild thus utilizes his ability to ship to any territory on the board and sends one token from his sietch into the Atreides held city of Arrakeen. The move is suspect to the

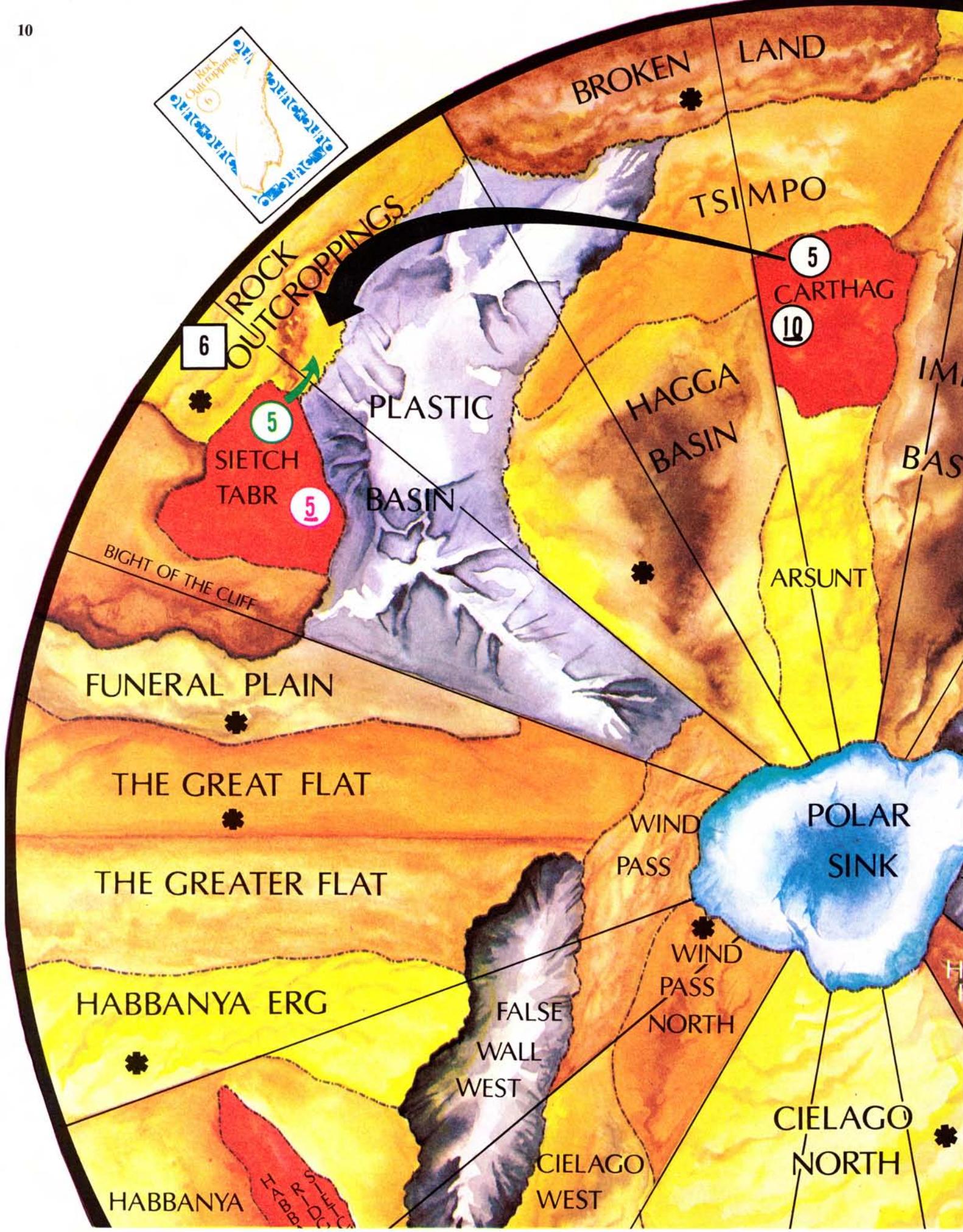
The Sum of the Parts is Less Than the Whole

Although the notes on the best tactics stand as basically correct one must remember above all that you are playing with five other people. No one player is strong enough to resist the might of the other five if he annoys them. The principle of "Softlee, Softlee, Catchee Monkee" applies here, and it is for this reason that the Emperor will inevitably find himself sadly unloved. The Fremen threat cannot be handled without alliances (given normal luck for all concerned), especially if the Family Atomics have been used on the Shield Wall, as these two strongholds tend to be the battleground of the Atreides and Harkonnen. With their bases gone they cease to be powerful and must fight a long battle for survival (or do something amusing like lasegun the Kwisatz Haderach—always worth a cheer in my opinion).

Even without alliances the game requires some kind of sensible arrangement between players. At certain points of the game one player will become powerful, it is no use everyone else sitting back and demanding others stop

the likely winner. I remember once in *KINGMAKER* devising a Peace of God, during which the four players carved up the empire of an objectionable fifth player in an agreed manner without once turning on each other. Such a process does demand a certain maturity of the players, and it is this alone, which raises *DUNE* to the level of a 'serious' game. It may be fun, and it may be fast, but it's not facile. Those who say it is are usually found in the Bene Tleilaxu tanks berating the rules.

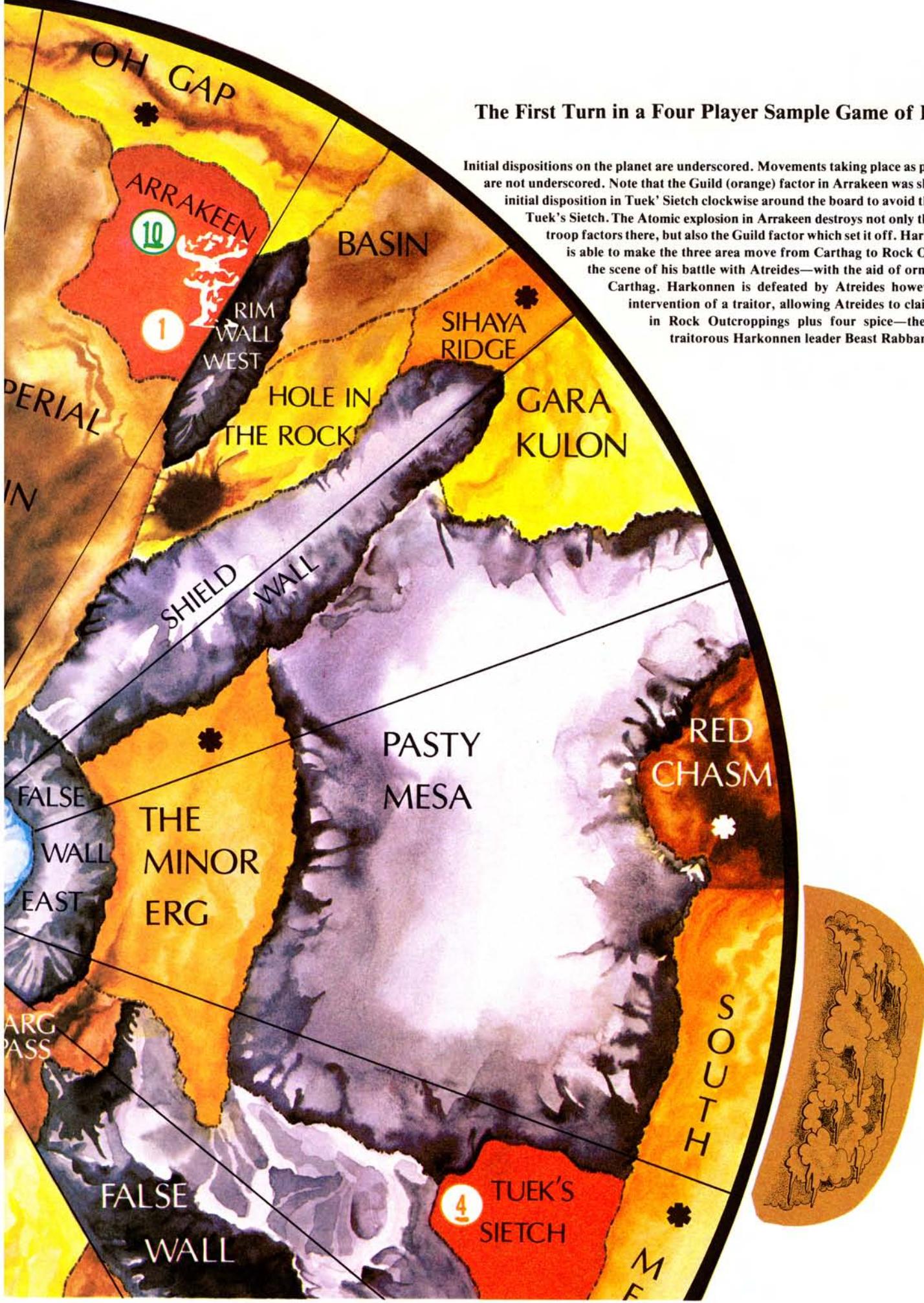
Certainly the strengths of each group wax and wane in time to the choice of rules or number of players. This factor should not be disregarded and players will soon find ways of balancing matters (alliances, for example being required to hold more sietches). Even then do remember that certain players will play certain groups better than others. There is little point in being cunning if you command the Empire when you could be the B.G. That's the fun of multi-player games however.

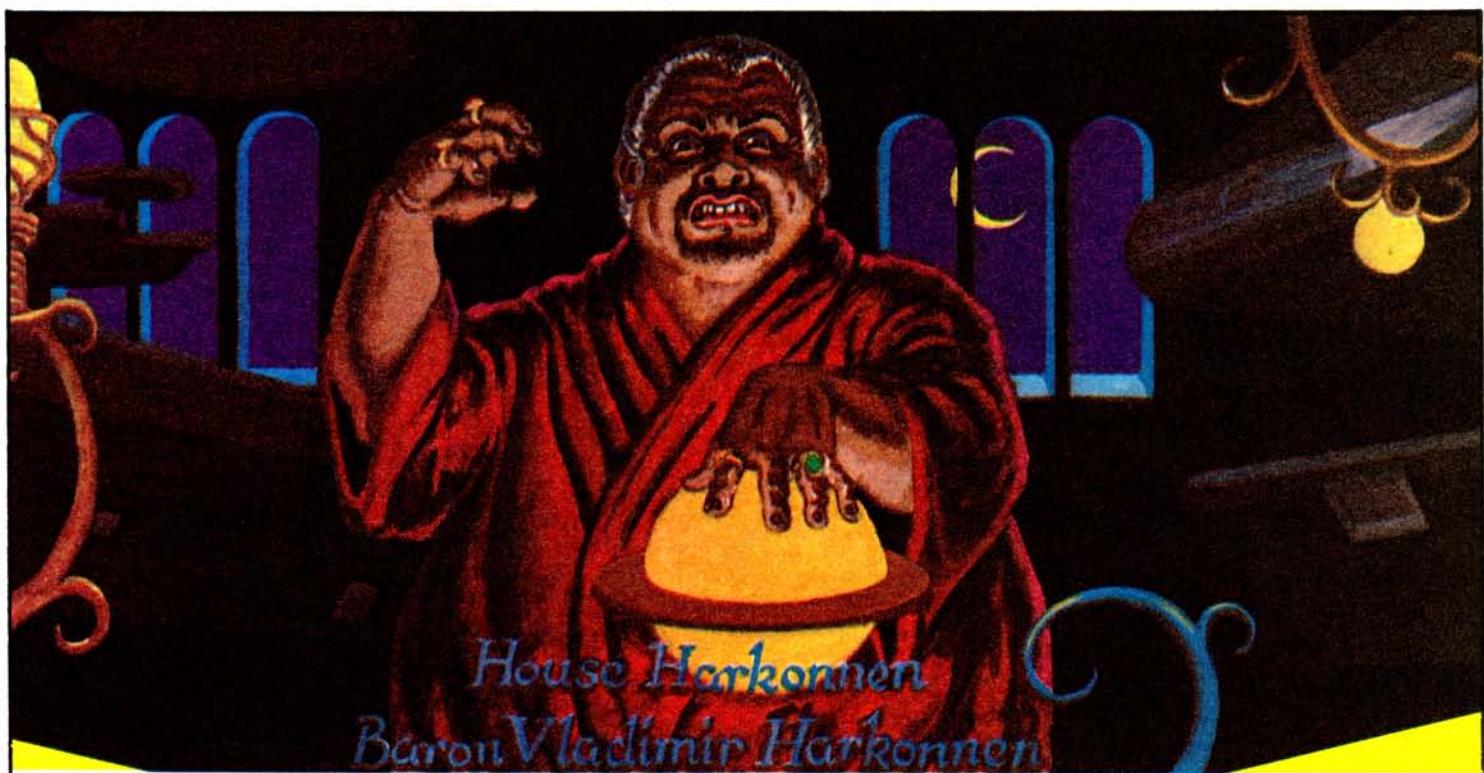


The First Turn in a Four Player Sample Game of DUNE

Initial dispositions on the planet are underscored. Movements taking place as part of turn one are not underscored. Note that the Guild (orange) factor in Arrakeen was shipped from its initial disposition in Tuck' Sietch clockwise around the board to avoid the storm above

Tuck's Sietch. The Atomic explosion in Arrakeen destroys not only the Atreides' ten troop factors there, but also the Guild factor which set it off. Harkonnen (black) is able to make the three area move from Carthag to Rock Outcroppings—the scene of his battle with Atreides—with the aid of ornithopters from Carthag. Harkonnen is defeated by Atreides however due to the intervention of a traitor, allowing Atreides to claim the six spice in Rock Outcroppings plus four spice—the value of the traitorous Harkonnen leader Beast Rabban.





House Harkonnen

Baron Vladimir Harkonnen

House Harkonnen

The Harkonnen are generally regarded as a sub-species of the genus *rat-tus*, and therefore any Harkonnen player labours under the bad publicity given to his counterparts in the book. Everyone knows the Harkonnen are treacherous and generally nasty. Playing the Harkonnen does require considerable skill in using both advantages and disadvantages and is not recommended for the novice player (unless he is a good loser).

Militarily the Harkonnen are not powerful. They lack the special troops of the Emperor and the Fremen; and their leaders are no great shakes, only outpointing the miserable Guild. The mentat Piter de Vries is strangely underpowered next to Thufir Hawat, but the na-Baron Feyd Rautha is still a useful leader in any action. Unlike the Guild who can "break windows with guineas" (as many wealthy countries have done before) the Harkonnen have only enough spice as they can gather. When the supplied combat rules are in play the Harkonnen are thus rendered very susceptible to the "Death of a Thousand Combats". It is certainly a good thing that they start out with planet-bound troops and the ornithopter mobility of Carthag. Even these are minor advantages, and even the reasonable free revival rate is not of great use as the troops must be landed by Guild flight.

All is not over for the Harkonnen, however, providing they spend money wisely and keep grabbing spice, they have the use of their master weapon—treachery. While a poor Harkonnen is an object of scorn, one with enough money to purchase treachery cards will find himself given a wide berth by the other players. Fighting Harkonnens can be like boxing against Muhammed Ali—you do not see the one that got you. If ever anyone made a virtue of their vices it is the Harkonnen. Their most useful ability concerns the bidding rounds where they get double the number of cards (and this is a mercy considering their spice position) and the second, unbidden, card is not shown to the Atreides. This last factor is particularly useful. The Atreides player grows lazy in play, when one has oracular vision second-guessing one's opponents becomes a little practised art. This means the Harkonnen duplicate hand is that more difficult to spot—unless a swift trade in cards allows the Atreides to make a guess from missing cards. These treachery cards mean the Harkonnen player can take a terrible toll of one's leaders by treachery. On a random deal, eight cards is going to produce plenty of nasties.

To further aid the Harkonnen he gets four traitors to begin with. This is not only useful per se, it is useful in making the other players worry. As soon as traitors start being revealed one can start breathing safely except for the worry about the Harkonnen. Can you imagine the pleasure of getting four Bene Gesserit leaders as traitors?! Not only are the leaders riddled with Harkonnen traitors (and how often does the Harkonnen forget he too may suffer?) but they have a habit of capturing leaders. Losing to a Harkonnen is not an enjoyable procedure, the Guild player is especially weak if he loses his two best leaders. Thus although you can kick sand in the face of the Harkonnen weakling, it's likely he is about to poison you, have you murdered by

your friends, or simply capture you and send you to the tanks. The advice to all gamers playing against the Harkonnen must be "Keep him away from the spice". The Harkonnen player in return knows full well that he must gain spice for his victory, and that initial cache can help him do this if he plans well. It is this change from weakness to strength that makes the Harkonnen player the ideal spot for the veteran gamer of some cunning. I will not even mention the irritating Harkonnen trick of swapping cards for his own rubbish using a Karama card! Altogether an unspeakable person, and rightly disliked by the other players.

House Harkonnen

Baron Vladimir Harkonnen is a master of treachery, and that is exactly how you feel when you play that character. Since you will have up to four leaders of other players secretly in your pay as traitors (depending on the initial traitor draw) you start out with a tremendous psychological advantage over the others. They know that in any battle with you, there is a real chance they will play a hero who will betray them. This is especially true in large games, when players may well not know if any of their leaders are safe, since they drew none of their own at the start of the game. In this kind of a situation potential foes will prefer to attack someone else and let you lumber on your way. Of course if it is a small game players will know one or two of their own leaders who are safe, but they will still hate to play these and risk their death from your powerful treachery hand.

Your ability to get and keep two cards for one is your second major asset. Throughout the game you will have a wider range of options, and no one will be sure of what you can do (even Paul). Besides having a better range of weapons and defenses, you are likely to have a Truthtrance, Karama, Harj, Family Atomics, or Weather Control stashed away for appropriate use. At the right moment, appropriate use of these cards can decisively turn the tables and bring you from obscurity to control of Dune. For this reason you must be able to plot longer term strategies than the other players, if you are to excel in treachery.

Your other advantages are significant: You have a free revival of two, enabling you to bring back your tokens at a reasonable pace, and you start the game well fortified in Carthag—one of the two cities on the board. The Carthag start provides you right away with good mobility by being able to move three territories instead of one and also lets you collect 50% more spice per token when you harvest a blow.

For all these reasons you are generally at your strongest at the beginning of the game. Exposure of traitors and some of your cards tends to lessen your relative advantages as the game goes on. With your wealth and position early in the game you would do well to move decisively as soon as an opportunity presents itself to go for the win. Depending on the timing you can move some



forces to Arrakeen or Sietch Tabr when they are weakly defended and ship some reserves onto one of the other two sietches for a surprise winning position.

Several words of caution are in order, though. The Baron seems almost fated to spend too heavily early in the game for treachery. Perhaps the greed for two cards for the price of one is too strong to overcome, but it is usually not worth spending 8 to 10 spice for those cards unless you are certain you can get it back quickly. Your ability to ship more troops onto the planet in a strategic location is too important to compromise by early greed resulting in several turns of poverty.

Another problem facing the Harkonnen is that you will generally have several worthless cards in your hand at all times. While you could absorb most of them and not be any worse off than other players with none, it's not a good position to be in. By playing them you free up positions in your limited hand for more valuable cards, and you also get them back into circulation for later purchase by your opponents, perhaps at such a time as a wasted pur-

chase will badly hurt them. The problem with getting rid of them, of course, is that you must play them instead of a weapon or defense. You don't want to risk losing a leader by neglecting his defense, and you don't want to lose troops by failing to cut the opponent's leader down when you can, thus losing the battle. The best strategies seem to be either to drop one token into a stronghold defended by an opponent, and battle him with a cheap hero and two worthless cards—the most you lose is one token and a cheap hero; or to pick an opponent whose cards you know from previous use and battle him playing a higher total and one or two worthless cards where you know they can be used safely.

Finally, you will want as a rule to pick on those players whose leaders are in your pay. They may be forced to play that traitor in battle with you. Early in the game, however, it is sometimes advisable to fail to announce a traitor played against you when your losses are slight enough, so that the opponent will now assume that leader is safe against you and give him a key role later when he can be far more useful as a turncoat working for you.

other players, since there is little chance for a Guild victory given the odds. But, they think, it may be a bluff, to get Atreides to leave. Play passes.

Atreides senses the potential for a suicide mission on the part of the Guild since Atreides knows that Guild purchased a shield during the bidding round. Atreides ponders the advisability of fleeing Arrakeen with all of the ten troops currently occupying the city, but figures that Guild is bluffing about the Lasegun and doesn't want to waste a turn. Atreides checks ahead in the spice deck (prescience) seeing that the next spice blow is in OH Gap which is next to Arrakeen. That information clinches the decision and the Atreides elects to stay. Atreides heads for the spice in Rock Outcroppings. Atreides pays five spice to Guild, landing five troops in Sietch Tabr along with Emperor's five. He then immediately moves those troops directly into Rock Outcroppings—a move of one. The movement round is finished. The board shows five Emperor troops in Sietch Tabr, ten Harkonnen troops in Carthag and five in Rock Outcroppings, four Guild troops in Tuk's Sietch, and one in Arrakeen. There are ten Atreides in Arrakeen and five in Rock Outcroppings.

BATTLE ROUND

Emperor has no battles and play passes to Harkonnen. Harkonnen had not expected to have to battle on this round but has a good position with four treachery cards (two on the initial deal and two in the bidding round.) There will be only one battle for Harkonnen—against Atreides in Rock Outcroppings. Atreides is aware of Harkonnen's card advantage, but knows that one of the cards is a worthless Kulon and also knows that as Atreides, he will be able to see one element of Harkonnen's battle plan with his prescience. Both Atreides and Harkonnen will only have to leave two tokens behind after the battle to collect the spice, since the collection rate is three spice per token if the collecting player holds a city, and in this case, the opposing players hold the cities of Carthag and Arrakeen. Harkonnen completes a battle plan containing the following elements:

OFFENSE: Projectile Weapon
DEFENSE: Shield

TROOPS: 3 (leaving two troops to collect the spice)

LEADER: Beast Rabban (4). Harkonnen does not know if Rabban can be trusted, since this leader disk was not drawn by Harkonnen during the traitor selection, and thus Beast Rabban could be held by an opponent. Harkonnen has a problem, however, because his best leader, Feyd-Rautha, is also untrustworthy. Harkonnen elects to go with the leader of lesser value figuring that there is less chance that he would be picked as a traitor.

TOTAL FORCE: 7

Atreides asks to see Harkonnen's leader and gleefully realizes that Harkonnen is doomed since Beast Rabban is indeed a traitor in Atreides' pay. Atreides' battle plan contains these elements:

OFFENSE: None

DEFENSE: A worthless card (Trip to Gamont) picked on the initial setup. Note: the only way to get rid of worthless cards is to play them in battle, hopefully in expendable situations.

LEADER: Thurir Hawat (5), a trusted leader—no sense in risking an untrusted leader in this situation, especially against Harkonnen who holds more traitors than the other players.

TROOPS: 0

TOTAL FORCE: 5

BATTLE OUTCOME

The plans are revealed simultaneously. It appears that Harkonnen has won with the Harkonnen projectile killing Hawat, leaving Harkonnen with the largest total force, but Atreides reveals that Beast Rabban is a traitor. The outcome is reversed and Atreides is the victor. Atreides discards the worthless Trip to Gamont and returns Hawat to his hand. Harkonnen loses everything—five troops, projectile weapon, shield, and Beast Rabban. Atreides collects four spice, the value of Rabban, from the spice bank. Play passes to the Guild.

Guild is the offensive player in the Guild/Atreides battle in Arrakeen. The Guild plan is simple and suicidal:

OFFENSE: Lasegun*
DEFENSE: Shield
TROOPS: 1
LEADER: Guild Rep (1)

*The Lasegun/Shield combination will cause an explosion which will destroy everything at stake in the battle and all troops in the territory, committed or not.

Atreides is nervous, but can't do anything about it now that the movement round has passed. Atreides thinks that perhaps it would have been wiser to flee. Using prescience, Atreides asks to see what offensive weapon Guild is playing. Upon seeing the Lasegun, Atreides knows that all is lost and plays as follows:

OFFENSE: None

DEFENSE: None

TROOPS: 6 (just in case Guild bluffs and does not play the shield along with the Lasegun)

LEADER: Dr. Yueh (1)

BATTLE OUTCOME

The plans are revealed and all is lost. Both players lose all tokens, played cards, and leaders. No spice is collected for the dead leaders. The battle round is over with the board showing five Emperor troops in Sietch Tabr, ten Harkonnen in Carthag, four Guild in Tuk's Sietch and five Atreides in Rock Outcroppings.

COLLECTION ROUND

Atreides collects six spice from Rock Outcroppings.

Guild and Atreides who hold the battle wheels now dial from 1-3, reveal the wheels, and move the storm to start the next sequence of play.

ANALYSIS

Emperor is in a good position. He has lost no troops and has revealed no secrets. He will clearly try to move to a city, utilizing a massive shipment after buying at least two cards on the next round.

Harkonnen is spice poor. He will start the round on CHOAM Charity (2 spice from the box). His best move will be to ship two troops to Carthag and move into Arrakeen hoping to draw an opponent whose traitor he holds. Harkonnen holds 2



The Bene Gesserit

I have this theory about the B.G.; I suspect if you had never read the book they would appear a good deal less weak militarily than they do to those who have immersed themselves in Herbert's novels. The approach is often to win by stealth with the B.G., when they sometimes possess the strength to kick the door down. I may be overstating things, but watch those little old ladies.

The B.G. are certainly not popular with the Guild as they can use the free-ride capability to land "spiritual advisors" in the Polar Sink. This is not only sanctuary, but is pleasingly near some possible spice blows. This does not prevent the B.G. troops from raining out of the sky but it means that a B.G. player can always use CHOAM charity to repair losses and hope to fly them down with some other mission. This is a hidden advantage that over the course of a game must be worth a couple of spice blows.

Having landed, the B.G. troops find themselves able to co-exist. This ability can be most useful while plotting to do something evil as the other players can simply watch with undisguised annoyance. This is not, however, the way games are won. The B.G. require spice just as much as anyone if they are to win. Unfortunately for them they cannot pick up spice if they are pretending to be submissive women. Still it is up to the B.G. to choose his areas of co-existence with care, and not simply hide behind this barrier.

Just because you cannot attack the B.G. does not mean you would have beaten them had you been allowed to attack. Their troops contain no specials, true enough, but with their leaders one is faced with constant quality of the highest kind. True, they have no one to equal Stilgar, but then they have no Iakin Nefuds either. Of course this does make them more likely to be picked as traitors, but that is hardly too high a price. Not only are the troops led by good leaders but the ability to "voice" can be vastly powerful. Possessed of a weapon you can assure your opponent's leader's death (and if you manage to acquire the hero/heroine cards the opponents are even weaker). The effect of this is not only to strengthen the B.G. troops, but to ensure your enemies have to spend more spice and lose more men to be sure of beating you. Cheap victories are unusual against the B.G. True, they do have a low revival rate, but they also have CHOAM charity. What they must not do is lose a lot of units at once as this may force them into co-existence at a vital moment.

One must not forget the ability of the B.G. to predict the victor and the turn of the game on which victory occurs. A lot of players assume this to be a guessing game of little value (five players and 15 turns is long odds). The more evil among us, however, soon spotted that if the mountain will not come to Mohammed, then Mohammed must go to the mountain. They began to help their chosen winner to win, and to win at the predicted time. Much in the manner of the oily big-shot helping the young prodigy, the B.G.'s generous aid proved far too costly. The trick is still difficult to perform, but all is not wasted. Even if you guessed wrong there is no need to despair, to the contrary you can have much fun by dropping hints that you feel one player will win. Played carefully this game can have the amusing ef-

fect of making players slow down from winning for fear of it being the predicted turn. Now that is some power, and can give the B.G. just the edge to win in their own right. The B.G. player must thus be very cunning, because if he tries the trick too often his cover will be blown.

As if the B.G. were not bad enough already they also possess the ability to use worthless cards as Karama cards. Taking a clue from the bidding of the Atreides the B.G. can often pick these up at bargain-basement prices, and then have great fun ruining the powers of the other players.

I think it must be agreed that the B.G. are one of the toughest groups in the game, and very difficult to defeat on your terms. Only the lack of spice is a real disadvantage. Played with cunning and the ability to lie convincingly they are very dangerous, but in the hands of a guileless player they tend to flounder as mere spectators. The B.G. are an intensely active group to play, and the power is as omnipresent in the game as in the book.

Bene Gesserit

Players who thrive on diplomacy and strength hidden in subtlety will most enjoy playing the Reverend Mother. While the Sisterhood's leaders are all valuable and the Voice is highly effective in battle, the real charm of the Bene Gesserit piece lies in manipulation of the win prediction.

To make the prediction at the beginning of the game it is best to think about each of your opponent's powers and proclivities. Are some well matched, so that they will play wisely? In the set of characters used that game are there likely to be early drives for the win, or will they lay back and build position and resources for a while? Are there particular players whom you know you can quietly influence to act as you wish? All these determinations and more go into picking the best player to select for the prediction, and the number of rounds it will take you to make him win.

Of course the most fun is being right on target with the prediction. Very few things in gaming earn you the level of immediate respect that will. But all the while it's just plain enjoyable to have such an unsettling effect on the others. A furtive glance at the turn track followed by a few words of off-hand honest advice to a dominant player almost guarantee he'll do something else, perhaps less to his advantage. Usually less experienced players will tend to forget about the Bene Gesserit prediction in the heat of play, so it's best to bring it up one way or another every so often to keep them slightly worried and wondering. Once it's on their minds, every act and statement you make will be analyzed for its various and conflicting possible meanings. Such befuddlement can only dull their wits for the times you do try to influence play in someone else's interest. In the last analysis, if you just can't bring your choice to suitable potentialities and the selected round is upon you, it's always worth it to try to draw him out yourself. If the timing is right you can try going for the win in such a way that he must scurry to fight you in enough strongholds that he could, in theory, win himself. Then it is just a matter of



throwing a crucial battle to him before he realizes he's been had. While this is difficult and not recommended unless absolutely necessary, your previous patter will have softened him up so that he won't know what to think anymore and will probably try to beat you in a straightforward manner.

Of course it does happen that no amount of help from you can bring the selected to the right spots at the right time, and you have to win on your own. Your chances are good and the strategies involved in playing for your prediction and playing for yourself are parallel.

You want to build up a hand of at least two weapons and one defense, or vice versa, to get a good number of tokens into the Polar Sink while keeping some in your reserves for a surprise shipment, and keep enough spice to pay for that shipment.

Usually after several rounds the Bene Gesserit will have a respectable force in the Polar Sink simply from accompanying shipments to Dune. But your major problem will be getting enough spice to buy cards. If your initial card is a weapon, it will be very easy to get early spice by picking a fight with a

weak player, voicing him not to play the right defense, and carrying off his leader's value in spice. If you don't have a weapon and can't buy one with your initial five spice, your only resources are CHOAM Charity, which may allow you to buy a card once the other hands are full, or harvesting spice. Fortunately there are several spice locations near the Polar Sink which you can reach for this purpose. You may have to fight other players for it, though, and remembering which weapons they have from previous battles is crucial to your being able to voice them not to play them, so that your high leader values can come to your aid.

Once you have the weaponry and the spice, it is relatively easy to take over a city with the voice advantage, preparing next turn for the shipment into a stronghold and move to another which will put you in a winning position. Whether you now throw it to your favorite, or seize the direct win itself, a clear memory of what cards your opponent has will give the voice overwhelming chances in the ensuing battle.

Emperor traitors so the odds are good. The spice blow in nearby OH Gap will also be quite attractive and Harkonnen might do well to try and collect that instead. (But at this point, only Atreides knows that OH Gap will be the next spice blow.)

Guild is in excellent shape, particularly for this early in the game. He can expect a goodly amount of spice from a rich Emperor shipment, but since the storm has passed Emperor, Guild will be moving before Emperor, and so will not have the spice in hand for its own movement; and, of course, the bidding round will take place before Guild realizes his wealth from the transportation round. Guild will most likely bide his time for a round, experiencing a slight cash-flow problem.

Atreides is licking his wounds, and has only the five troops in Rock Outcroppings and the ten collected spice as a saving grace. Look for Atreides to move on Emperor in Sietch Tabr, just to get a foothold somewhere. Atreides now has a logistics problem, since the loss of Arrakeen means a limited movement factor or one territory instead of three. On the plus side, Atreides will soon see that a worm will be lurking in OH Gap ready to devour any who venture there for spice.

SUMMARY

DUNE is a highly manipulative game. Planning and foresight are essential. Surprise moves are always possible, and disaster strikes quickly. Players often face high-risk/high-gain situations where bold play can be rewarded. Although caution must be observed, a player who hangs back too long may be allowing another to move quickly for victory.

The game changes subtly depending on the mix of characters, and economics are a key factor, especially with the Emperor/Guild inflation factor at work.

It has always been our goal to enhance the value of what people actually do when they play a game. Both our game mechanics and our game components are designed to heighten a player's excitement and involvement in what he is doing. For example, a player's reactions to specific leader disks helps bring the game alive as does the physical act of using the battle wheel, leaders, and treachery cards to plan a battle.

The planned beauty of the game's components reflect our own deep feeling for the game and the book which inspired it. We are grateful to the talented artists who produced the art for us. Linda Bound produced the final version of the game board with what we consider to be the perfect color scheme. She also did all the work on the cards and invented the clever "Dune" motif for the card borders. Rick Joachim produced the beautiful panoramic art on the major character shields. Joe Pearson and Mark Anthony produced the uncanny art for the 30 leader disks which add so much to the game. We consider these black and white ink drawings to be some of the best character art we have ever seen. Avalon Hill designed the box and commissioned Chris White to do the exciting action

scene on the cover. We were very impressed by the high quality of materials and production design used by Avalon Hill in the finished product. Such excellence in game components is extremely rare.

Finally, for those of us who have read *DUNE*, the graphics help to create a special feeling of magic when the book again comes alive for us during a *DUNE* game.

A player does not have to read *DUNE* to enjoy playing the game or to play it well. But reading the book will enhance the experience.



TREACHERY CARDS

Playable in Non-Battle Situations



A Truth Trance may be played at any time against any player and forces that player to truthfully answer any one "yes" or "no" question—a power of obvious value when deciding which weapon or defense to play prior to a battle.



A Weather Control card played at the start of a storm round enables the player to control the storm that round and move it from 0 to 10 sectors in a clockwise direction.



A Hajar card played during your movement round enables you to make an extra on-planet group move.



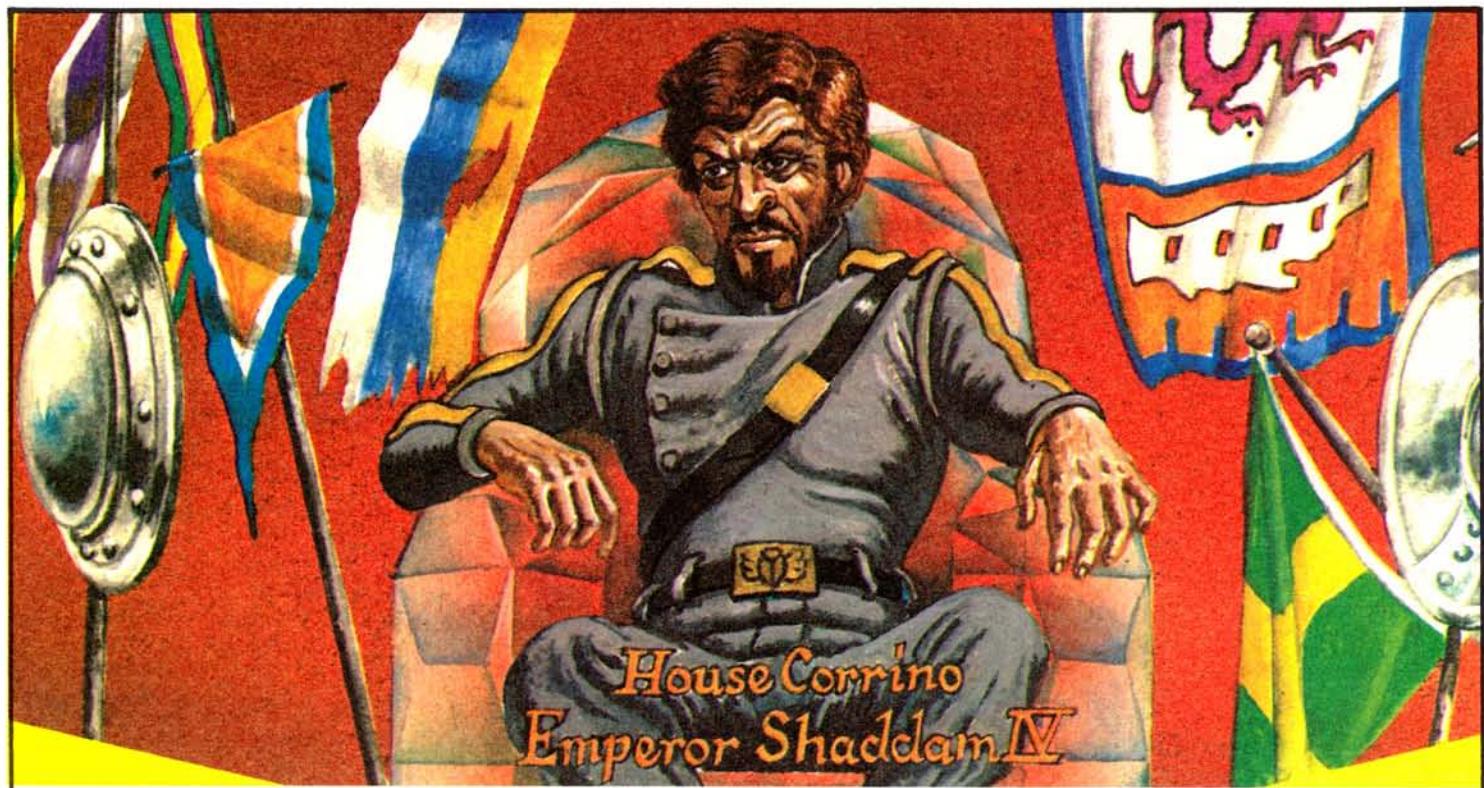
Karama cards are the "joker" of the deck. When played they can prevent other players from using certain of their advantages once. For instance, a Karama card could be used to prevent the Atreides from seeing the future, or the Harkonnen from taking a second free treachery card, or the Fremen from controlling a worm. It also allows a player to buy a treachery card without paying for it or land tokens from off-planet at the Guild cost.



The Ghola card allows a player to recover one leader or five tokens from the tanks without payment.



The Family Atomics card is played after the storm has been dialed but before it has been moved by a player with tokens on the Shield Wall or an adjacent territory. It destroys the Shield Wall so that the Imperial Basin, Arrakeen, and Carthag are no longer protected from the storm.



The Empire

To be the Emperor is to be given some very great advantages, but one also acquires a rather subtle disadvantage. The Emperor is one of the most powerful teams in the game, and it is power he acquires early (unlike the Guild or the Fremen), this makes him the front-runner. Although a skillful Emperor can force an early victory, in most cases he will suffer the fates of all front-runners and attract an immense amount of opposition. An Imperial player must remember this when playing, a little subtlety will allow him to use that excellent English ploy of "Divide and Rule".

His advantages are, indeed, great. The Imperial player can often be a novice and still survive despite his mistakes (unlike the Harkonnen or Atreides, for example) as his shield tells him he has the power of great wealth. Receiving the spice from the bidding rounds is indeed a rich harvest. It should be remembered, however, that the Imperial incomes are distinctly cyclical. Early turns will see most players bidding heavily, but this will begin to give way in the later moves. Further a sense of keen competition in the bidding rounds can give way to a 'ring' as the other players decide to keep the price low. Fortunately for the Imperial Chancellor such agreements require more long-term thought than most gamers can supply—the possibilities for crime being considerable.

Although his wealth rivals that of the Guild the Emperor is not nearly as weak as them. In his army of Sardaukar he has a mighty force, obliging his enemies to use their best leaders in every combat (when who knows what unpleasantness might strike them down?). True, the Imperial forces are all off-planet, and their landing will oblige the Emperor to hand a slice of his wealth over to the Guild, but the Emperor possesses the power of sudden vertical envelopment with crushing power.

The Emperor, like all tyrants, does lack a powerful group of leaders. Fenring and Aramsham hardly inspire one with terror, and if it was not for the Sardaukar and all that spice one might be able to snap one's fingers at the Padishah Emperor. The worry of having Fenring as a traitor is made worse by the low revival rate among the army in general and the Sardaukar in particular. True, a free revival rate of one a turn is not world-shattering, but with money all may be accomplished. The elite corps of Sardaukars, however, pose a different problem. A victory that costs heavily in Sardaukar lives may leave the Emperor open to counter-stroke and allow another player to take advantage. Like the Imperial Guard of Napoleon, one reserves one's elite forces for the final battle.

That having been said the Imperial position is not difficult to play. You have only to avoid being spotted early in the game and then use your immense advantages to smash smaller people into many pieces. Further, I do not really think the Emperor is a position for the more cunning player—he will find his powers too obvious. This is not to say that winning is easy, but when you are militarily powerful, possessed of many treachery cards, and wealthy you do not find yourself grubbing for spice in the desert! The Emperor, like Napoleon, is a mere pounder, but a damned efficient pounder at the same time.

House Corrino

The Emperor is by far the character which is most fun to play if you are at all given to swaggering. His virtually inexhaustible wealth is a constant thorn in the side of the other players who tend to be on the verge of bankruptcy all the time. It is also the best character to give to a new player unfamiliar with the game. It is easy and fun to play, its position can't be devastated early in the game, and its strategies do not require the subtlety of the other pieces, giving a chance to learn the depth of the game while not feeling too bumbling about it.

The emperor's leaders are strong, his wealth allows him to make large shipments anywhere on the planet, and his generally full hand of cards buys him respect in any battle situation.

As Emperor, however, you will have your limits, too. If you want to fill your hand and buy all the treachery cards you can the first turn, you probably won't have the spice to ship with, and on the second turn the others will be able to buy cards cheaply since you are not in the market, and you won't have much of an income. If you choose to wait on buying cards, you can ship on a large force but may not be able to protect it well.

At the start of the game Paul and the Baron will have the cities well fortified, so you are probably wise to ship onto a sietch. But this, of course, gives you a very limited mobility with those troops, and you may see them sit there the whole game. At some point you will be forced to fight for a city if you want to be as strong on the board as you are off it.

Your reliance on shipping and poor mobility once on Dune will generally mean you have a mass of troops in one territory. This is a dangerous situation if you don't know the capabilities of your opponents. Hordes of imperial troops seem to attract death missions by players out to prove their mettle, and you may well have to defend your position with a leader you can't fully trust, or not knowing if you are up against a Lasegun/Shield suicide squad. Even victory in such a battle is often pyrrhic, having dialed high against any contingency.

Since your only real advantage is economic, it is best to play that to the hilt. Always buy up to your full limit of troops from the tanks, to keep your reserve potential strong. You also want to keep spice out of the hands of any strong player, to maximize your position relative to his. This means you may want to actually head for a spice blow if you think he will too, to make him pay dearly for the right to harvest it. Generally you want to see battles, death, and destruction divide and impoverish your subjects, taxing what spice they have just to ship back on the same tokens that were lost.

Your biggest strategic problem, however, is the democratic four-card limit. You will have no trouble achieving a full hand, but once you have it and can no longer bid, your wealth loses its importance. A clever Emperor will quickly recognize this and actively play so as to reduce his hand and stay in the bidding every turn. This will mean getting into minor skirmishes on almost every turn to dispose of worthless cards, cheap heroes, and even duplicate weapons or defenses. It will also mean an activist position with



respect to strategic cards—Truthtrances, Karamas, the Harj, Family Atomics, or Weather Control, etc. You want to pass these cards quickly through your hand, using them for some minor advantages but not saving them for their best possible moment.

Of course this strategy has its pitfalls—too many minor skirmishes against unknown weaponry and all your leaders are dead—but carefully pursued it gives the Emperor the best use of his natural advantages.

One final note on the Emperor/Guild relationship. They are political bedfellows while remaining each other's worst enemies. A smart Emperor

will play in a manner that automatically enriches the Guild and keeps it supplied with cards. This is in part because the Guild is the only other significant outlet for spice which the Emperor needs to keep players paying out, and in part because the Guild is the weakest fighter in the game and therefore least dangerous. But the Guild is highly mobile and, well armed when the other players are not, is bound to become the major threat to a skillful Emperor. Therefore a good Emperor must keep the Guild weak and holed up in only one stronghold, else its mobility will become too threatening.

A.H. PHILOSOPHY Continued from Pg. 2

more wargames to an expert level, why not? And if you couldn't care less, then you are free to abstain.

One of the obstacles to organized and recognized wargaming competition is the great number of wargames. Playing many different games, and playing some games well, are often spoken of as mutually exclusive. I disagree. There is no reason why one cannot sample the incredible diversity of our hobby, while at the same time becoming an expert player in as many games as your time and interest permit.

Avalon Hill believes that expert play is one of the most rewarding aspects of our hobby. For that reason, they are organizing a series of tournaments, which will lead to selecting champion players for the following games:

1. AFRIKA KORPS	4. BULGE
2. ANZIO 1978	5. D-DAY 1977
3. BLITZKREIG	6. PANZERBLITZ
7. RUSSIAN CAMPAIGN	
8. STALINGRAD	
9. WATERLOO	

This is obviously an incomplete list. Emphasized are suitability for PBM, relative simplicity, and familiarity. If these championships prove popular, successful, and above all, reasonably trouble-free, the list of games may be expanded. In the interval between announcement of these tournaments, and their start, suggestions are welcomed for additions and deletions to this list, as well as improvements in the tournament rules.

BASIC RULES

1. Those eligible to participate must be members of the AREA top fifty ranking, as of July 1, 1981. The reason for the delay is to allow players not interested in AREA competition, but wishing to participate in championship play, to qualify. Between now and the start of the tournaments, further details will be published.

Once entered in the tournament process, a player must retain his AREA membership, but need not remain in the top fifty.

All tournament games, and championship games played after the tournament winner is chosen, must be AREA rated. This will encourage AREA play, particularly among the top fifty players.

Membership in the AREA top-fifty is a prerequisite to entry in these tournaments, because a really comprehensive play-off system would not only be impractical, but also unprecedented. Impractical, because there is no convenient way to organize a tournament for everyone wishing to

participate. For the more popular games, they could number in the thousands. Unprecedented, because in all forms of competition where a large number of participants are possible, there are forms of qualification and screening. You cannot just come out of nowhere to play tennis at Forest Hills, compete in the Master's Golf Tournament, or participate in the Olympics, even if you have the skill to do so. You must first go through a screening process, one of the purposes of which is to reduce the number of participants to manageable proportions. These qualification procedures are no doubt imperfect, as in using the AREA list, but both serve their purpose, in the absence of a better idea.

There are other wargame player-ranking systems, such as that used by the oldest wargaming club, AHKS, but the AREA system has many times their numbers. If you consider yourself good enough to win a tournament in one of the games listed, you should be able to get into the AREA top fifty in the time provided.

2. The procedure by which a champion is selected for each game will be lengthy, and require playing a considerable number of games. In order not to make it even more burdensome, at several steps in the process a comparison of AREA ratings is used to determine eligibility, break ties, etc. This comparison is made between the numerical portion of the AREA rating only, except in the event of identical numbers, in which case each of the three letter ratings is assigned a number (C = 3, Z = 26, etc.), and added together, the higher number taking precedence. In the event of ratings which are still identical, the tournament organizers will flip a coin.

To determine eligibility to enter a tournament, the date of the rating is as of the last day of eligibility to enter the tournament. To award byes, break ties, etc., it would be the current rating, which of course might have changed from the start of the tournament. This is to encourage participants to improve their AREA ratings while the process goes on.

3. Rules of play governing AREA competition will apply, perhaps with stricter time limits. All participants must be willing to PBM, but games may be played in any other mutually acceptable way.

4. In games with more than one scenario, and/or optional rules, the simplest and shortest version will be required. Both participants in a match may agree to another version, provided that it does not take longer. In the interval until the start of the tournaments, comments are invited as to the most suitable game version, and rules configuration. For example, the campaign game of RUSSIAN CAMPAIGN is obviously too long, perhaps even with the optional "Sudden Death"

victory conditions. You are invited to express your opinion, particularly if you would want to compete for the championship of this game, as to the most desirable scenario for tournament play.

5. These tournaments will only work if they are largely self-policing. Avalon Hill reserves the right to alter or even cancel the tournaments. Because of the considerable time and effort involved, an entry fee will be charged to defray costs, and suitable recognition will be given to winners in each category.

THE FIRST ROUND OF COMPETITION

1. A date will be announced by which top-fifty members should have submitted their tournament entry requests. Details will be announced later, but these will probably take the form of a postcard giving name, address, AREA number, the name of the game involved, and also, the priority the entrant gives to that tournament. For example, if entry in only one tournament is desired, put number one. If entry in all nine is desired, rate them one through nine. The reason for this is that, for the sake of concluding the tournaments in years instead of decades, each one will be limited to a maximum twenty-five participants.

The first twenty-five ranked AREA members will be assured of entry in the tournament of their choice. Once so entered, the first choice of a lower-ranked AREA member will be given priority over the second choice of a higher-ranked member already seeded in his first-choice tournament. Therefore, even number fifty on the list is assured of a place in the tournament involving his second-choice game.

2. As mentioned, the maximum per tournament will be twenty-five, and no tournament will be organized which attracts less than ten participants. After entry for a tournament is closed, there will be a brief period in which entrants may withdraw without penalty. The purpose of this is to permit entry into, for example, six tournaments, when only four are really desired, but the entrant doesn't know which four he will get. After this brief period, withdrawal will mean forfeiture of all games and fees in that tournament round, with the appropriate penalty in AREA points. This is an exception to the usual AREA prohibition of forfeitures, and is done to encourage participants who lose interest in a tournament to drop out, to avoid delay. Ordinarily, an AREA forfeiture means expulsion from the system.

3. First round competition will be organized in groups of five, by the following method. Sup-

1914 Diplomacy

By Lewis Pulsipher

A More Historical Variant for DIPLOMACY

To the veteran Avalon Hill game player, the most offputting characteristic of *DIPLOMACY* is that it doesn't seem to represent World War I in any way—that it isn't a simulation. Of course, *DIPLOMACY* was designed before conflict simulations existed outside of military establishments, and it succeeds very well as a challenging and stimulating game. But for those who feel uncomfortable without some measure of simulation, I offer this variation for five players. While it is still far from a standard style simulation, players will find that it is very different from normal *DIPLOMACY*.

Many characteristics of the Great War cannot be even vaguely simulated without ruining the game. For example, one must ignore the qualitative and quantitative differences in armed forces and industrial output. To make Germany and Austria almost equally strong is ridiculous from a simulation viewpoint but necessary from a game player's viewpoint. Every simulation is dominated by such distortions, but they will be more obvious in this game. Italy and Turkey, at least, have been reduced to non-player status, partly thanks to their relative weakness, partly because they did not enter the war immediately.

Similarly, blockades, whether surface or undersea, are so unique that one must ignore them. We know more or less how Britain and Germany were affected by blockades, but how can we say how an intensive blockade might have affected other powers, given different circumstances. America is also left out: conveniently we assume that no one interferes with American commerce enough to goad the U.S.A. into intervention.

Fleets represent light forces, down to destroyers, submarines, and trawlers; as well as dreadnought battleships. Very few dreadnoughts were completed during the war, and none were laid down and finished in the period. Thus a naval triumph by a country with a small dreadnought fleet must be seen as a victory for the torpedo over large ships, whether this is victory over merchant fleet or battle fleet.

The optional bomber rule enables players to carry out the plans of the British and German commands for 1919 and later. The British might have instituted an effective bombing campaign in 1918, but front line calls for more planes weren't resisted. The limited German bomber offensive against Britain in 1917-18 caused an amazing dislocation and loss of production (through absenteeism) in relation to the force involved.

1. Starting. The starting positions of the five Great Powers are as follows, with beginning supply points in parentheses (maintenance for 1914 has already been paid):

AUSTRIA (10): A Vienna, A Budapest, F Trieste

ENGLAND (15): A Liverpool, F London, F Edinburgh, F Eastern Mediterranean

FRANCE (15): F Brest, A Marseilles, A Paris, A North Africa

GERMANY (20): F Kiel, A Berlin, A Munich, A Ruhr

RUSSIA (15): A Sevastopol, A Warsaw, A St. Petersburg (Moscow is vacant)

Eastern Mediterranean, North Africa, and Ruhr are not supply centers, even though units begin the game there.

Minor countries: one army in each supply center except for Italy and Turkey:

ITALY: A Tunis, A Venice, F Naples

TURKEY: A Constantinople, A Ankara

2. Passage of Time and Winning the Game.

Although the war began late in the summer of 1914, the customary Spring and Fall 1914 moves are allowed in this variant; this helps reflect the speed and scope of the initial mobilization and invasions.

A country wins when it owns at least ten supply centers and owns at least three more than any other country. The game may end in any manner unanimously agreed to by surviving players, of course. If, incredibly, a minor country wins the game, the player who controls the minor is the winner.

3. Capitals. The capitals of the Great Powers are Vienna, London, Paris, Berlin, and Moscow. The capital of a minor country is the country itself, except for Italy (Rome) and Turkey (Constantinople). A Great Power capital may act as capital for a minor country if the minor country retains no home supply center.

When a country's capital is captured by any other country, all units of the country must stand in the following move season. In that season, or during Fall adjustments if they follow the capture, a new capital may be established; the order is given along with other orders for the season. The new capital must be one of the original home supply centers of the country (but see above for minor countries). If at any time a new capital cannot be established by a country it surrenders. All its units are removed from the board, its minor country PF totals (if any) fall to zero, and the player (if the country is a Great Power) is out of the game. Centers owned by the country become neutral. Minor countries which it had conquered become subject to control, but until such a minor country is controlled it has no unit(s). When someone gains control, the minor country receives the same unit(s) with which it began the game.

4. Supply Points. The supply center/unit system is entirely replaced by a system of supply points (SP). SP are used to support the existence of units just as supplies are used in standard *DIPLOMACY*. SP may be accumulated, however, and up to 20% of the SP a Great Power possesses each Fall adjustment period may be transferred to other countries. Bribes and loans are entered into at the player's risk, and transfers of credit may not be conditionally given, that is, the order may not state certain conditions which must exist before the SP are transferred. All transfers are ordered with Fall adjustments, and players expecting to receive SP from other sources must write alternate Fall adjustments orders in case the SP are not received.

5. Supply centers. A supply center is captured by occupation in any season. A country receives no supply points for a center it owns if no supply line (rule 9) can be traced from the center to the country's capital. Centers yield the following SP each Fall, beginning with Fall 1914:

A Great Power's own home center: six

Another Great Power's home center: five

Any other center: four

6. Maintaining Units. An expenditure of three SP is required with each Fall adjustment period to maintain the existence of each army, fleet, or bomber in the following year. In addition, SP must be expended to build a new unit, viz: four for a fleet, three for an army, two for a bomber. A unit may be removed from the board in order to save SP, but no unit may be built by the removing country in the same Fall adjustment period.

7. Supply Costs of Combat. SP must also be expended to permit combat and retreats, as follows:

one SP for each successful bombing raid;
two SP for each defeated bombing raid (the player may instead allow his bomber to be destroyed);

one SP for each defense of a center against bombing if an enemy bomber is actually defeated;
one SP for each convoying fleet;
one SP per unit per conflict, including all supporting units;

if there is no conflict there is no expenditure;
one SP per attacking unit in a conflict, that is, a moving unit (additional to the SP cost of conflict itself);

one SP per retreat (additional to the SP cost of conflict itself);
Rail or other movement without conflict requires no SP expenditure.

For example, Germany orders A Ruhr-Burgundy, A Munich S A Ruhr-Burgundy. France orders A Burgundy H (retreats to Paris). Germany pays three SP, one for each army plus one for the attacking A Ruhr. France pays two SP, one for the battle and one for the retreat. If France instead ordered A Gascony-Burgundy (no A Burgundy) it would pay just one SP (for the battle—a failed move is not a retreat).

8. Inadequate Supply. If a country lacks the SP required to permit an action, the action ordered does not take place, or the unit in battle has no combat strength, or the unit cannot retreat. The priority followed for allocating SP when an insufficient number are available is: 1. retreats; 2. defending (including supports), land before sea, stands before supports; 3. attacking, land before sea, moves before supports; 4. bombers, defending before attacking. For example, let us say France needs two SP for armies defending a space, one SP for a retreat, three SP for attacks (attack plus one support), and one SP for bombing.

A. If France has six SP, all but the bombing are supplied.

B. If five SP, in addition the unit supporting the attacking unit is unsupplied, so the support is invalid.

C. If four SP, in addition the attacking unit is unsupplied and consequently the move has no effect—it fails. The support for the attacking unit costs nothing, since there is no conflict, so France expends only three of the four SP available.

D. In cases of equal priority, the player expending the SPs decides which situation will lack supply. Obviously, it is important for every country to plan ahead to avoid a military collapse.

9. Supply Lines. The absence of supply line restrictions may be the greatest simulation failure of *DIPLOMACY*. In this variant, after the Fall adjustments but before Spring negotiations begin, a supply line must be found for every unit on the board. Any unit without a supply line is eliminated.

A supply line is a contiguous line of land and sea spaces, unoccupied by any unit or occupied by a friendly unit and excluding unfriendly supply center spaces, of any length; no unoccupied non-center space in the supply line, except the first space and any spaces in the unit's home country, may be adjacent to a space occupied by a non-friendly unit which is able to move to the non-center space (in other words, an army doesn't block a sea supply line, nor a fleet an inland line); and the line must lead from the unit to the capital of the unit's country.

For example, Germany has A Gascony, A Ruhr, and owns all its home centers. France has F Mid-Atlantic, A Marseilles, A Paris, and owns Brest. All pieces possess supply lines. If the French A Marseilles was in Burgundy then the German A Gascony would not have a supply line (it cannot go through Mar-Pie-Tyr-Mun because Marseilles is an enemy center). If A Gascony were in Spain it would be unsupplied—the line can run to the first space, Gascony, even though an enemy unit is adjacent, but it cannot run through Burgundy as well. (The line might run through Lyon-Tyr-Ion-Adr if no fleets were adjacent, but thereafter unfriendly centers, it not units, would block it.)

For supply purposes, all countries controlled by a player are friendly to one another. A country is automatically friendly to its Ally. Finally, a player may order that a particular country he controls will be friendly, for supply purposes, to another.

10. Railways. An army may move by railroad. The provinces it begins and ends the move in may be outside its home country, but all other provinces it moves through must be in its home country. The provinces involved must be unoccupied at all times during the season except by the rail-travelling army or by bombers. If an army or fleet enters one of the provinces along the route, the rail army ends its move *before* it reaches this province—it exerts no influence on the other unit because an army moving by rail cannot participate in any conflict. (If the army's move is entirely blocked it may still defend the province it is in.)

For example, German A Warsaw RR-Silesia-Munich-Berlin. If Italy orders A Tyrolia-Munich, A Warsaw stops in Silesia and does not stand off the Italian. Supposing also that Russia orders A Galicia-Silesia, A Moscow-Warsaw, the German never gets going by rail, but it does defend itself (and Warsaw).

An army ordered to move by rail cannot be supported even if, as in the last example, the army isn't able to use the railroads.

11. Sea Movement. Fleet movement is divided into two segments. The first segment is simultaneous with army and bomber movement. The second segment occurs thereafter, involving fleets only. The orders for both segments are written along with all orders for the move season. Conditional orders, that is, orders which vary with the results of the first segment, are not allowed.

A fleet may be given an order for the second segment only if its orders for both segments concern/affect sea spaces only.

For example:

F Belgium (1)-English, (2)-MidAtlantic

F English (1) S F Edinburgh-North, (2) S F North but not F English (1) S F North-Belgium, (2)-MidAtlantic.

A convoy must take place in the first segment, of course, but a convoying fleet may do something else in the second segment even though its first segment order affected a land space (via the convoyed army).

A fleet dislodged in the first segment does not retreat until after the second segment. Standoffs in either segment prevent retreats, but units block retreat only in the spaces they occupy at the end of the second segment, not the first.

12. Fleets and Coastal Centers. A fleet cannot enter a non-friendly supply center unless it is supported by an army. This applies even (especially) to vacant centers. The fleet plus army *will* dislodge an enemy army just as in standard *DIPLOMACY*.

13. Retreats. A unit which retreated in the preceding move season may not attack or support an attack. This is a consequence of loss of morale caused by the earlier defeat. A unit may not retreat to a center owned by another country, unless that country gives written permission for the particular retreat to take place.

14. Center Ownership. If a country owning a center gives written permission for the move, another country's unit may choose to occupy a center owned by the country *without capturing it*. If during Fall adjustments two countries declare each other Allies, in the following year they *cannot* capture each other's centers, even if occupying them, and are automatically friendly for supply line purposes in the following Fall adjustments.

15. Bombers. No bombers may be built until the Fall 1917 adjustments. Only Great Powers may build bombers. A Great Power may build no more than one bomber unit in Fall 1917, and no more than two in any following year. Bombers cost two SP to build, and three SP to maintain each year. Unlike other units, bombers may be built in any space occupied by the building country's units or in any center owned by the country.

A bomber may be in a province with another unit of the same country. Bombers cannot occupy sea spaces.

In each move season a bomber may do one of the following:

1) Change its base. The bomber moves to any friendly supply center, or province occupied by a friendly army or fleet, which is within *twice* its range.

2) Defend a center against bombing. The bomber remains where it is, but defends a center space within range.

3) Bomb another country's supply center. The bomber remains where it is, but bombs a center space within range.

Bomber range is two spaces in 1918 and 1919, three spaces thereafter.

For example, a German bomber in Burgundy in 1919 might change base to Livonia (if a German army or fleet occupies it at the end of the season), or Trieste (if Germany owns it or if the owner gives permission for the move), among others. It might defend Munich or Kiel (but not Berlin—it's too far away). It might bomb a French home center—all are in range—but not an English home center, since all are too far away. If it were 1920, however, London would be in range.

A defending bomber prevents one enemy bomber from bombing the defended center (a second bomber would succeed). A center which is successfully bombed produces no SP in the following Fall adjustments. Bombing does not affect supply lines or railroads.

Bombers cannot attack other units or give or receive support. A bomber is destroyed if dislodged, and cannot capture a center.

16. Control of Minor Countries. Players use political factors (PFs) representing a variety of influences to attempt to gain alliances with non-player countries ("minors"). The alliance is represented by control of the minor country by the

player. When a player controls a minor he orders its units and makes its adjustments. Control is determined at the end of Fall adjustments.

Allocation of PFs

A. A supply point may be converted to a political factor. At the start of the game, some countries already have some PFs in minor countries, as shown in the Minor Countries Table. An initial round of PF allocation and determination of control precedes Spring 1914. Thereafter, PFs are allocated along with Fall adjustments orders.

B. PFs may be allocated to any minor country, subject to the restrictions noted below. Once allocated they may not be removed, and may be eliminated only by the player who allocated them, or as provided for below. A side record of the PF total of each player in each minor must be maintained. This can be accomplished using a simple chart with minors listed down one side and players across the top. The chart can be covered with transparent plastic and marked with crayon or china marker, or a new one can be made each year.

Controlling Minors

C. To gain control of a minor, a player must have a PF total in the country equal to the sum of the "activation level" and the PF total of the player with the next largest number of PFs in the minor. For example, if Germany has 7 PFs in Italy, England has 5, and France has 2, Germany needs 11 more to gain control ($18 = 5 + 13$). However, the activation level is reduced by one for each game year played—for example in Fall 1916 adjustments all levels are two lower than listed.

After a player gains control of a minor country, he retains control, regardless of changes in PF totals in the country, until his own country or the minor country loses a home supply center. At that time his PF total in the minor is reduced until it is no greater than some other country's total in the minor. (If it is already equal or lower there is no change.) The minor country is no longer controlled, and has an activation level of one. Any player, including the one who just lost control, may gain control when he fulfills the usual conditions.

D. Two players may jointly gain control of a minor country by combining their PF totals, but control must be assigned to one or the other thereafter, without change.

E. Because a player's own country and any minors he controls are automatically Allies, they may not capture one another's supply centers even when occupying them, and they are friendly for supply purposes.

Penalties

F. When a unit owned or controlled by a player attempts to enter a center or province, or attacks a unit, owned by a minor country, the player's PF

MINOR COUNTRIES TABLE

Minor	Activation Level	Starting PF Totals			
		Aust.	Eng.	France	Ger.
Belgium	9	—	—	2	—
Bulgaria	8	4	—	—	2
Denmark	15	—	—	—	—
Greece	10	—	2	2	—
Holland	12	—	—	—	—
Italy	13	—	5	—	2
Norway	15	—	—	—	—
Portugal	6	—	4	—	—
Rumania	10	2	—	—	2
Serbia	6	—	2	2	6
Sweden	15	—	—	—	—
Spain	13	—	—	—	—
Turkey	9	—	2	2	8

total in that country is reduced to zero. This does not apply to countries the player controls, only to those which are uncontrolled or which are controlled by another player. The same penalty applies when a player's unit supports such an attack.

G. A player's PF total in a minor is reduced to zero if he owns, or controls a minor which owns, one of the minor's home centers.

H. Units of uncontrolled minors stand in civil disorder, with the exceptions mentioned in section M.

I. If a unit of a player's own country attacks or supports an attack on any one of the following minor countries while it is uncontrolled, his PF total in all the minor countries in the group is reduced to zero. Group 1: Belgium, Denmark, Holland, Norway, Sweden. Group 2: Spain, Portugal.

Minor Country Supply Points

J. Minor countries do not begin accumulating SP until controlled. A minor country may receive, but cannot give, a loan.

K. A controlled minor begins play with sufficient supplies for its present units, plus two per supply center. Uncontrolled minors always have enough SP to pay for defensive combat.

Miscellaneous

L. Because of the extra activity required during Fall adjustments in this variant, players may negotiate before adjustments take place. Half the time given for Spring or Fall negotiations is sufficient.

M. Turkey and Italy are semi-active when uncontrolled. The two Turkish units move A Constantinople-Smyrna, A Ankara-Smyrna. Italian A Venice and F Naples both move to Rome. If one of either pair is dislodged, the other stands. Italian A Venice retreats to Rome, if possible, if dislodged.

N. Austria cannot control Italy or Serbia, but can prevent another player from controlling them. Similarly, Russia cannot control Turkey, nor Germany control Belgium.

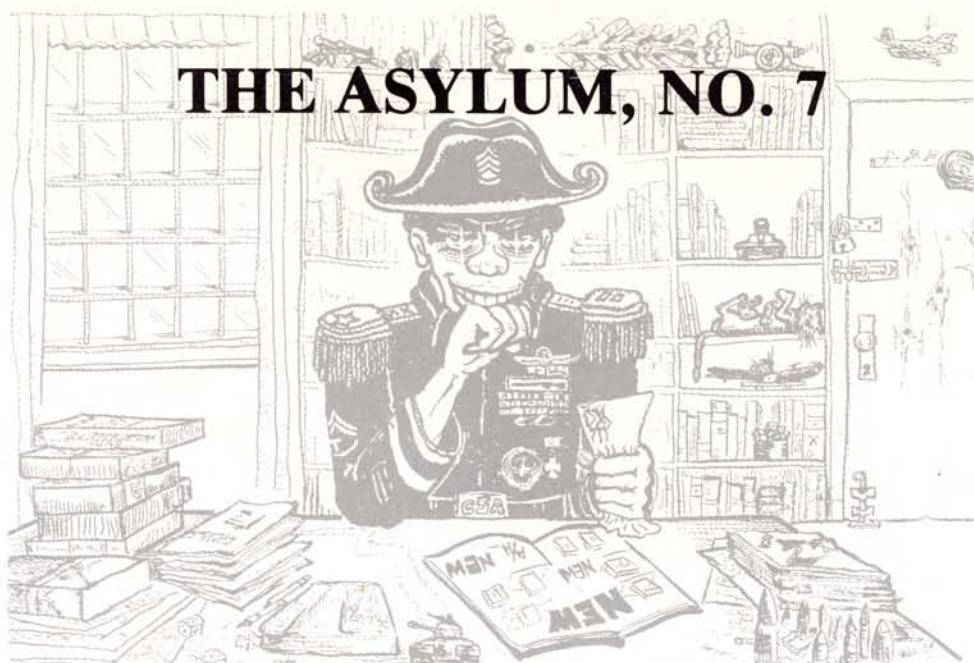
Comments: Some excerpts from the *Diplomacy Games and Variants* booklet by Lewis Pulsipher are used with permission.

For a trenchant and eminently quotable account of European diplomacy leading to World War I, read the relevant sections of A.J.P. Taylor's *The Struggle for Mastery in Europe 1848-1918*. For strategic bombing from the British viewpoint read Neville Jones, *The Origins of Strategic Bombing*. This is a policy study, not a "nuts and bolts" account of aerial adventure.

More restrictive alliance rules would give a better simulation, but interfere with the spirit of DIPLOMACY, which is of unfettered bargaining. Those who prefer more realism should write their own alliance rules, or use the Negotiations rules from *Diplomacy Games and Variants*.

You will find that each player must walk a supply tightrope. One cannot ignore the political arena (minor control), but SP converted to PF cannot be used by the military. One must have enough units to match the opposition, but enough SP must be saved to pay for the year's battles. Promising offensives may fail for lack of supply; attack is more costly than defense, but attrition becomes a valid strategy if you have saved more SP than the enemy. A player who tries to be safe will find himself without controlled minors or without enough units. If everyone tries to play safe a true World War I stalemate can result, without Bolsheviks and Americans to break it.

Address all questions, accompanied by a stamped, self-addressed envelope, to Lew at his 209 Alexander, Apt. D, Durham, NC 27705 address.



INSIDE THE HILL

by Alan R. Moon

Moe: Is he the guy who locks himself in that room in the back everyday?

Larry: I think so.

Curly: Boy, is he weird.

Moe: Well, I gotta go proofread these rules.

Larry: I don't know if you're well enough for that.

Another enjoyable moment came while working on *THE GENERAL* one day. I found the real list of upcoming titles, which included:

BEETLE BAILEY (a SQUAD LEADER expansion kit)

DONNA SUMMER MEETS THE DISCO DUCK
THE CONE OF SILENCE

GIDGET GOES SS

FROM HERE TO MATERNITY (a role playing game for unwed mothers)

GAUL STONES (the art of siege warfare)

LOST IN THE OZONE

FRANCIS GOES TO ARNHEM BRIDGE (a kick of a game)

THE LONGEST DECADE

PUBLIC WARS & BATTLE OF THE BULGE (our first double package)

THE CREATURE THAT ATE CHARLOTTE
AND HER WEB

DUNGEONITUS (complete with an ocean of calamine lotion)

THE RISING SURF

DRAGNET (a game of gladiatorial combat)

BULL RUNS

GI RUNS

PANTY RUNS

THE HUNDRED YEARS PEACE

THE DEVIL'S BRIGADE WENT DOWN TO
GEORGIA

BLAZING PADDLES (a link-up game for
TRIREME AND GUNSLINGER)

CAESAR SALAD (made with Roman lettuce)

CAESAR'S LESIONS (a game about the begin-
nings of medicine and celebrity diseases)

NO CAESAR TONIGHT

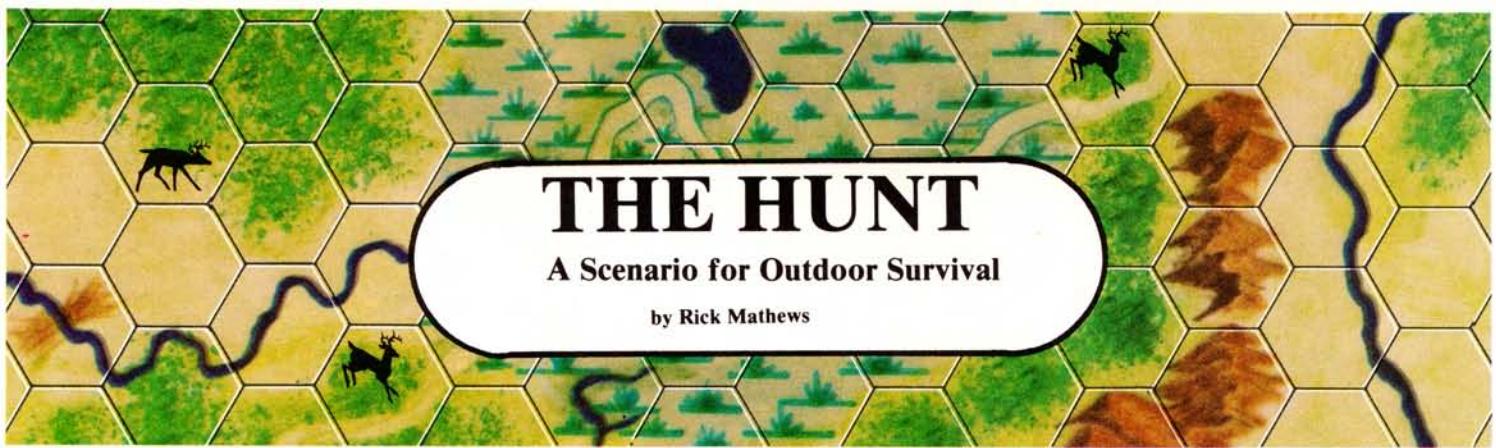
THE GREENER PASTURES GAMETTE

MAN OVERBOARD (recreating the crossing of
the Delaware)

THE THIEF OF BAGPIPES

A BRIDGE TOFU (a game about the first trans-
Pacific railroad)





It is evident that the popularity of role-playing games is on the increase. Many of Avalon Hill's latest releases are role-playing games, such as *DUNE* and *MAGIC REALM*. Games of this type are usually based upon some sort of fantasy or science-fiction theme, although even the immensely popular tactical wargame *SQUAD LEADER* has some appeal in this area, allowing the player to assume the identity of one of the officers or non-coms in the game. The big appeal of role-playing games is that the player is no longer merely the commander who simply pushes the pieces around the board. Now, the player actually *becomes* one of the pieces on the board. He is in the situation, not once removed from it.

Role-playing games are not all new. For some time now, Avalon Hill has published a very enjoyable role-playing game called *OUTDOOR SURVIVAL*. It is not a wargame, as it pits the player against the forces of nature in a struggle to accomplish scenario-defined objective, and to survive while doing so. The board represents a wilderness area and each player is represented by one piece on the board. The player must do his best to meet his food and water requirements and cope with natural hazards, or suffer a slow, starving death. It makes for a suspenseful game for up to four players, and also provides one of the best solitaire games around.

For some time, I puzzled over the obvious possibilities inherent in *OUTDOOR SURVIVAL* for a hunting scenario. Perhaps as a confirmed wargamer, I wasn't truly happy unless there was gunfire going on somewhere. The game rules give a few suggestions for a hunting scenario, but I am afraid I found them largely unsatisfactory, at least for my tastes. After working with it for some months, I believe I have a playable and quite realistic game which fairly accurately portrays the challenge of "the hunt" in an enjoyable, fast-moving game setting. I have tested it with some of the local hard-core hunters in my area, and they seem to agree.

In the following scenario, the board becomes a remote area of the Alaskan Wilderness or the Northwest Territory. Desert areas on the board become tundra (although treated no differently than the game rules for desert). Each game turn represents one week of real time in a quest for deer and bull elk. Unless noted otherwise, all regular rules apply.

Scenario Rules of Play

1. Object: accumulate more points than the other players by killing deer and elk. Score points for each kill as follows:

Deer = 5 points Elk = 10 points

Herd = 15 points

Deer and elk are represented by the "food source" symbols printed on the game board. The animals pictured as jumping are deer. The animals pictured

THE HUNT

A Scenario for Outdoor Survival

by Rick Mathews

as walking are elk. There are 20 deer and 8 elk pictured on the board. Herds will be represented by blank counters (see 5).

2. Set up: After the board is set up, each player sets up a Life Level Index Chart for himself. A die is rolled by each player, and the player who rolled the highest number places his "A" level counter on his choice of bases 6, 7, 8, or 9. The player to his left then places his counter on one of the three remaining bases, and placement proceeds clockwise until all markers are placed. Herd counters are set up on any of bases 1, 2, 3, or 4 (see 5).

3. Movement: There are no restrictions on movement other than those imposed by the standard game for terrain and current life level. In other words, the movement capability of any player's piece at any time is the same as that defined by the "4, 5, 6, row" of the Direction Ability Chart on the Scenario 4 Rescue card.

4. Food and Water Requirements: Water requirements for the current turn are met whenever the player passes through or ends movement on a hex containing a river or catch basin. In addition, if a player rolls a 1 or 2 on one die his water requirements are met for the current turn. Food requirements are automatically met every turn in which the player kills an animal. In addition, if the player rolls a 1 or 2 on one die his food requirements are met for the current turn. Note: Die rolls for food and water must be made as the last step in a player's turn. These are separate die rolls, one for food and one for water.

Whenever a player ends his turn at a base, his food and water index counters are immediately moved to "start here". For every turn he stays at the base, he may regain one life level.

5. Herds: Blank counters representing herds of moving animals are placed on any of bases 1, 2, 3, or 4 at the beginning of play. Up to four herds may be used, at the player's discretion. At the beginning of each round of play (that is, before the player who moved first moves again), a die is rolled for each herd on the board, and the random direction chart is consulted. Each herd is moved a number of hexes equal to a die roll in the direction indicated by the chart, regardless of terrain. Herds do not need to satisfy food and water requirements. If a herd reaches a board edge, its remaining movement is retraced through the hexes from which the herd reached the board edge, "bouncing back", so that a herd never becomes "stranded" at a board edge.

When a player scores a "kill" on a herd, he scores 15 points. The conditions for killing a herd are identical to those for deer and elk. Herds also satisfy food requirements for players in the same way. When a herd is "killed", however, it is not removed from the board. It continues to move normally, and may be "killed" on succeeding turns. No player, however, may score a kill on the same herd in two consecutive turns. (It is assumed that herds have enough sense to disperse and run away when the shooting starts).

6. Killing Animals: In order to score a kill on an animal, the player must end his turn in the same hex as the animal, whether it is a deer, elk, or herd. He must then consult the "Hunting Tables" to discern whether or not he actually kills the animal in that turn.

First, he consults the Track Table under the type of terrain present in his hex. Animals located on trails are assumed to be located in the other type of terrain present in the trail hex. With one die, the player must roll within the range of numbers indicated in order to "track" the animal in his specific type of terrain. If the player successfully tracks the animal, he proceeds to the Range Table. Otherwise, he ends his turn.

HUNTING TABLES

TRACK TABLE

Woods/Mtn./ Swamp	Other Terrain
1-4	1-5

RANGE TABLE

Die Roll	Range
1	100 ft.
2	200 ft.
3	300 ft.
4	400 ft.
5	500 ft.
6	600 ft.

HIT TABLE

Woods/Mtn./Swamp

Range	Roll Req'd.
100 ft.	1-4
200 ft.	1-4
300 ft.	1-3
400 ft.	1-3
500 ft.	1-2
600 ft.	1

Other terrain: add 1
to Roll Req'd.

FIND TABLE

Woods/Mtn./ Swamp	Other Terrain
1-4	1-5

The player rolls on the Range Table to determine the range to target.

The player then rolls on the Hit Table under the proper terrain category to determine whether he indeed kills the animal. He rolls one die, and cross references the roll with the range determined from the Range Table. If the roll is less than the range of numbers indicated on the Hit Table, the animal is successfully killed, and the player scores points for it. *Exception:* If the player rolls exactly the number needed for a kill (for example, a roll of "3" in the 300 ft. woods/mtn./swamp category), then the animal is not killed outright, but is merely wounded. The player must "find" the animal by rolling on the Find Table under the proper terrain category. If the player rolls within the range indicated, he "finds" the animal and scores points for it. If he does not, then the animal is "lost". A spare counter is placed inverted over the symbol on the board, and no player may score points for that animal for the remainder of the game.

Whenever points are scored for an animal, a spare counter is placed inverted over its symbol. No player may score points for that animal for the remainder of the game.

If the animal is not killed in any given turn, the player may spend subsequent turns trying to do so, by beginning once again with the Track Table. A player may also refrain from shooting after he rolls on the Range Table, and may likewise begin again with the Track Table on his next turn.

7. Turn Limit: Play proceeds for 25 turns. If a player is reduced below life level "0" before the end of 25 turns, he is removed from play.

Variations:

- A. Reverse the initial set up locations of players and herds.
- B. Use the Wilderness Encounter Chart on the back of the Scenario 4-Rescue card.
- C. Players may change the turn limit for a longer or shorter game, as desired.

Concluding Remarks

The players will find themselves making various decisions, not the least of which is, "Which way should I go?" Apart from that, the player must decide whether he is going to risk going after one of the elusive herds, or try to track one of the animals which at least stays within its own hex-defined territory. If he finds himself at a long range from his target, he must decide whether to shoot and risk wounding (and possibly losing) the animal, or whether to track the animal to a possible closer range next turn. He must decide when to head for a base for rest and replenishment, and when to risk starvation to go after "one more animal". The game can become quite suspenseful when a player finds himself barely crawling into a base camp. All in all, players should find themselves challenged by the dual goals of hunting wild animals, and simply staying alive.



DESIGN ANALYSIS Continued from Page 44

handed, but it does work, and it would not be easy to replace with something more sophisticated.

In the DIADEM scenario, the Germans can be forced into an awkward defensive stance, something that isn't possible in the campaign game, because it's impossible to predict where the front line will be when the strikes occur. It also might be possible to dilute and spread out the so-called air strike, perhaps making it a one-column boost, and/or restricting the number of attacks, preceded by two months of Allied interdiction. Such a change is appealing, but it has one big drawback: the 79-turn campaign game of *ANZIO*, which takes 24 hours to play, does *work*, and has since 1969. This is no small feat, as disappointed buyers of some other

die roll	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	die roll
1													1
2													2
3													3
4													4
5													5
6													6

Figure 1: Optional Step Reduction Table

Attacker always retreats

No retreat

Defender always retreats.

marathon games have discovered. Tinkering with the key airstrike rule would require a herculean playtesting effort to make sure the existing delicate balance of the game would not be destroyed. The difficulty of improving on this unsophisticated rule has been underlined for me by the fact that over the years I have been inundated with minor variant suggestions for *ANZIO*, many of them excellent, but no one yet has tackled the airstrike.

Evolution of the ANZIO SRT (step reduction table)

The 1969 version of *ANZIO* had three combat resolution tables. Two applied to the 1969 Basic Game, and were based on elimination of units. These were deleted from the 1974 revision, and therefore the 1978 edition as well.

The remaining 1969 table, based on step losses, had ten odds columns, ranging from 1-4 to 9-1. Grouped together in one odds column were 1-4 and 1-3 attacks, and in another column, 6-1 and 7-1 attacks. The reason for this isn't clear, as the progression of combat results permitted these odds columns to be separated. The SRT supplied with the 1974 and 1978 editions has twelve columns, as 1-4 and 1-3, 6-1 and 7-1, are separated.

Losses in Italy sometimes ran high, particularly in repeated attacks against the many strong defensive positions. The *ANZIOSRT* reflects this well, at times, almost *too* well. Apart from the simple task of separating the odds columns, as explained above, the 1974-78 SRT is unchanged from 1969, and retains the disastrous result for a die roll of '6' in a 2-1 attack. Most of the attacking in *ANZIO* is done by the Allies, and a 2-1 is probably the second most frequent attack, with only 1-1 odds being more frequent. A '6' in a 2-1 attack results in a loss of one step to the defender, and *three* to the attacker. Of the seventy-two results possible in the 1974-78 SRT, only this one results in the loss of three steps to the attacker. Since most *ANZIO* attacks are against doubled or tripled positions (hence doubled losses), the attacker's loss in a 2-1, die roll six, would often be not just three, but *six* steps. Three steps is equivalent to the complete destruction of many of the Allied divisions in the game. Sometimes it is difficult for the Allied player to arrange his attack to avoid losing one or more units in a 2-1, if the result is a six.

For the past several years, I have made available about once a year an addendum to *ANZIO*, including a revised SRT. This was the SRT used in this issue's DIADEM four-player Series Replay and is reproduced here in Figure 1.

This SRT is basically quite similar to that sold with the game, but with the more extreme results smoothed out. The incidence of retreats is unchanged. The *average* step loss is also very little different. Suppose a series of seventy-two attacks, including one die roll (one through six) for each of the twelve odds columns. The total losses that would result for each SRT is shown in Figure 2.

Note that the ONLY difference is that in the optional SRT, at 8-1 and 9-1 odds, the defender loses one step less in each case. The only reason for this change, of negligible significance in the game, is to "smooth out" the progression of losses. This "smoothing out" process can be illustrated by comparing one odds column, 2-1 in this case:

DR	standard	optional	note:
1	1/2R	0/2R	R = retreat
2	0/1R	1/1R	attackers
3	1/1	1/1	loss
4	0/0	1/1	
5	R2/1	R2/1	defenders
6	R3/1	R2/0	loss

The range of loss to the attacker is reduced from 0-3 to 0-2. In order to do that, the number of die rolls at which the attacker suffers some loss is increased from four to five. The defenders results are not changed, just rearranged in order to make a more orderly progression from die roll one to die roll six. In the optional SRT, the results are rearranged not only to smooth out the extremes, but to make the progression from die roll one to die roll six increasingly worse for the attacker, and better for the defender. This same tendency is present in the standard SRT as well, but with certain discrepancies.

In my opinion, the revised SRT used in this issue's Series Replay is more logical than the standard SRT, and discarding the extreme three step loss improves the game. Allied losses are heavy enough without this disaster looming over them.



Figure 2

SRT	Losses	odds											
		1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1
standard	attacker	4	5	5	7	7	5	5	5	5	5	5	5
	defender	1	1	2	5	6	8	12	16	22	27	31	37
optional	attacker	4	5	5	7	7	5	5	5	5	5	5	5
	defender	1	1	2	5	6	8	12	16	22	27	30	36

JUST ANOTHER PRETTY FACE

THE "OPPONENTS WANTED" SURVEY REVISITED

By Woody Davis

Despite the author's declared preferences for the *SQUAD LEADER* game system, this follow-up to the original Opponents Wanted survey is interesting to the extent that it sheds some light on the rising and falling tides of game popularity. Readers are warned however, that the predictions which follow are those of Mr. Davis, and do not necessarily represent the opinions of the Avalon Hill Game Company or any of its staff.

More than a year has elapsed now since Gary Charbonneau's original "Opponents Wanted" Survey was published in Volume 25, Number 3 of the *GENERAL* magazine. I think it is now time to determine by a second effort how valid such a survey might be. If many titles remain in similar places on the chart and also maintain relative inter-relationship with each other, then we may start to view this survey as an accurate tool with which to gauge game popularity. With this in mind, I have gone ahead and tabulated the results of Volumes 15, Numbers 3-6 and 16, Numbers 1 and 2. These six issues will give us the most up to date findings as of this writing.

I have followed Gary Charbonneau's format in that I have excluded non-wargames from the survey. Although I am not certain they really classify as wargames per se, I have extended the chart to include *MAGIC REALM* and *FEUDAL*.

One thing is sure. The great majority of people who submitted ads did not take to heart the findings of the previous survey, for the "quality" of the ads themselves has not improved. People are still guilty of the same imprecision in their wording which caused Gary Charbonneau's lament. It is still often difficult to determine just which games people desire to Play By Mail and which ones they want to play Face To Face. I have handled this in the same fashion as did Mr. Charbonneau in his article. People are writing their ads just as they always have, and since that ground has been covered in the previous survey I will not try to repeat it here.

With the above out of the way just what (if anything) can we learn from the survey?

First of all, if you take the top ten rated games on the chart, you will find that seven of them were in the top ten last year. Further down the chart the ratio is not as high but it still has enough similarity to convince me of the merit of this type of survey as a popularity indicator. Although we can expect games to move around the chart somewhat over any given time period depending on just who is sending in ads at any given time, the continuity of *PANZERBLITZ*, *PANZER LEADER*, and *AFRIKA KORPS* in the top five shows that certain games have such widespread popularity that their place on the chart is well defended against the whims of time.

Secondly, let us take a look at Mr. Charbonneau's predictions for this chart. He predicted that *RUSSIAN CAMPAIGN*, previously in sixth place, would move up a notch or two. Actually, it moved up four notches to second place. He also predicted that *SQUAD LEADER*, in twenty-eighth place, would move into the top ten by this time and possibly even into the top five. As you can see from the chart it has outdone even Mr. Charbonneau's expectations. I personally was not at all surprised by the phenomenal rise of *SQUAD LEADER* to its preeminent position on the chart. In fact, one of the reasons I undertook this project in the first place was that I found seeing *SQUAD LEADER* in twenty-eighth place too galling to let it stand. As a dyed-in-the-wool *SQUAD LEADER* system fanatic I could not sit still until "justice" was done.

Ah-if only there were a Lt. Davis counter! Further evidence of the popularity of *SL* is the fact that the brand new gamette *CROSS OF IRON* which can't be played without the parent game, shot to tenth place in less than a year. There have even been requests for *CRESCENDO OF DOOM*, the second gamette, which as of this writing has yet to be released. There can be no doubt that the *SL* system is THE event in the history of wargaming. Looking beyond *SL* to a game which Mr. Charbonneau did not mention, we can see that *VICTORY IN THE PACIFIC* had a lot of potential that he did not foresee. Although it is not among the best games, it has still risen considerably over last year.

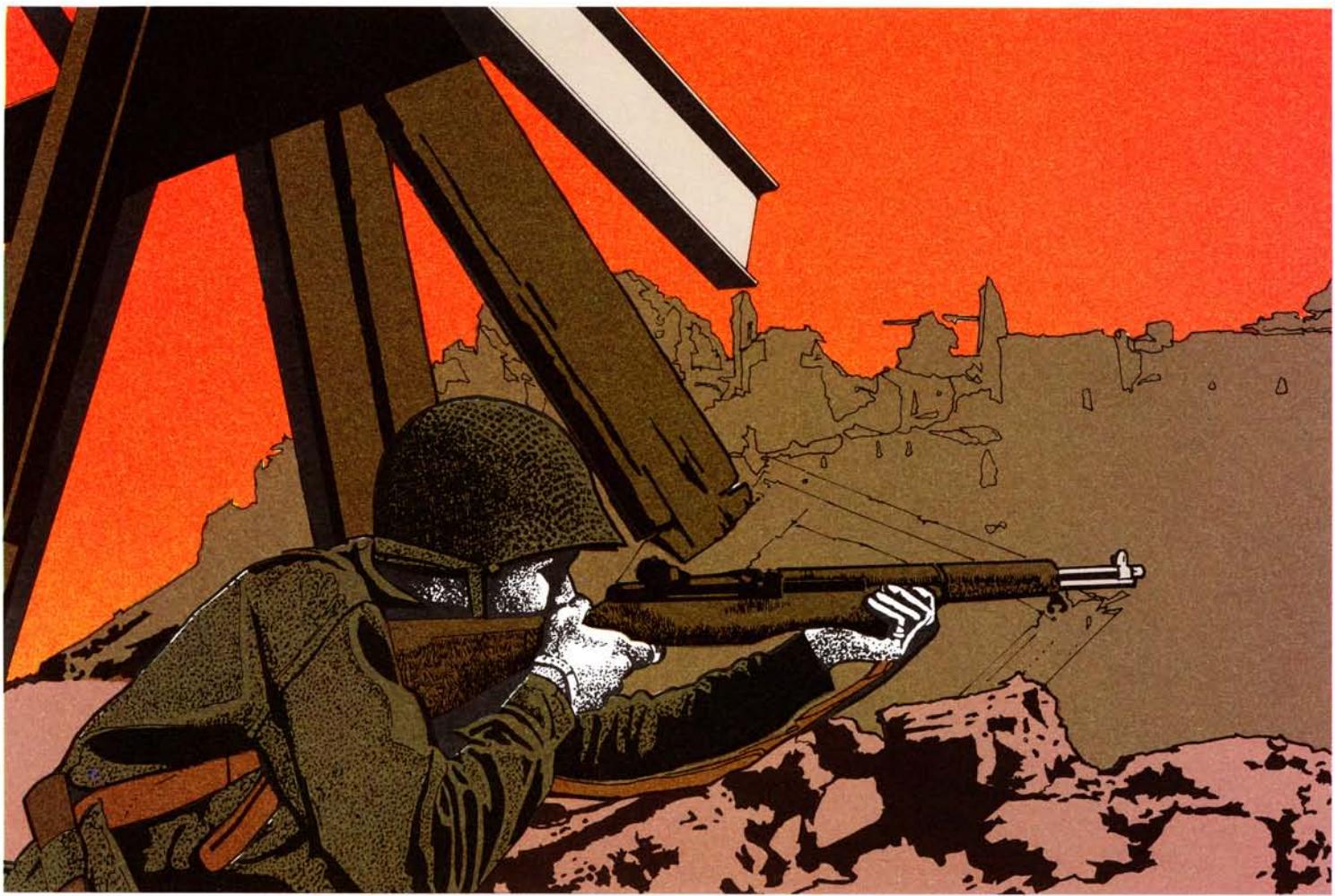
A third thing we might do is to take a look at the games that Avalon Hill has recently revitalized to see what effect this has had on their popularity. In the instance of *D-DAY* the new 1977 rules have obviously revived interest in an old classic, for it has risen from 14th to sixth place in the last year. On the other hand, all the effort put into completely remaking *GETTYSBURG* would seem to have been for naught as far as its popularity goes. Since it has appeared in the new format it has fallen from 20th to 25th place on the chart. One revitalized game, *BISMARCK*, has stayed in exactly the same position. It is only recently reissued, however, and may be expected to move up although in my opinion it will never make the top ten.

There is another side of the coin to all this however. For while some games are jumping by leaps and bounds to the top of the chart, there are others which would appear to be losing their following. *MIDWAY* dropped out of the top ten by eight points. *1776* dropped by twelve points and out of the top 10. *FRANCE 1940*, only in 17th place to start with, dropped by fourteen points to 31st place. *CAESAR'S LEGIONS*, which was a low 31st to start with dropped by nine to an even lower 40th. What with Avalon Hill's announcement recently of the elimination of the "Mail Order Only" category of merchandise, *FRANCE 1940* has been administered the coup-de-gras and may be expected to be followed by *CAESAR'S LEGIONS* shortly. Though slow sellers, *STALINGRAD* and *ANZIO* may stay on the market purely out of loyalty to their following.

What will the future bring? Certainly *SQUAD LEADER* will remain in the number one slot for the foreseeable future. *CROSS OF IRON* may even climb higher toward its predecessor, and when *CRESCENDO OF DOOM* is published it will soon follow *COI* to the top displacing many less fortunate games. *MAGIC REALM* will certainly show its true colors and rise to the upper half of the chart and perhaps even to the society of the gods of the top ten.



Title	Overall Rank	Prior Rank	Total Requests	FTF Rank	Prior Rank	FTF Requests	PBM Rank	Prior Rank	PBM Requests
SL	1	28	238	1	29	161	4	28	77
TRC	2	6	229	3	6	112	2	7	117
PB	3	1	225	4	3	103	1	1	122
PL	4	2	199	2	2	131	6	3	68
AK	5	4	138	11	5	58	3	2	80
DD	6	14	135	7	16	64	5	9	71
LW	7	5	116	9	4	62	9	4	54
3R	8	3	114	6	1	69	11	5	45
BB	9	7	112	15	11	51	7	6	61
COI	10	—	102	5	—	72	18	—	30
BL	11	8	99	21	13	39	8	8	60
SST	12	11	98	10	12	60	13	10	38
WSIM	13	13	96	8	10	64	15	16	32
RW	14	12	92	12	8	58	14	19	34
GRAD	15	15	91	22	15	38	10	11	53
VITP	16	32	87	13	31	56	16	33	31
MID	17	9	81	14	7	52	19	15	29
SUB	18	—	79	16	—	50	20	—	29
WAS	19	21	70	18	17	46	24	26	24
AIW	20	18	67	19	19	46	28	20	21
TOB	21	16	67	17	14	47	29	21	20
1776	22	10	66	20	9	40	23	12	26
WAT	23	19	63	30	22	24	12	14	39
DIP	24	24	60	27	25	29	17	22	31
GETT77	25	—	59	23	—	37	27	—	22
AOC	26	—	59	24	—	35	25	—	24
ANZ	27	23	52	31	24	23	21	18	29
KM	28	26	50	25	27	34	32	25	16
CAE	29	30	49	26	28	31	31	32	18
TAC	30	22	49	29	20	25	26	23	24
FR40	31	17	48	28	18	29	30	13	19
ALEX	32	25	48	32	23	21	22	24	27
JUT	33	27	23	33	26	14	34	27	9
KRIEG	34	29	19	35	30	10	35	29	9
GETT64	35	20	19	37	21	9	33	17	10
CHAN	36	35	17	34	35	11	37	35	6
ORIG	37	36	15	40	36	7	36	36	8
BIS	38	38	14	39	38	8	38	37	6
NAP	39	—	12	36	—	10	44	—	2
CL	40	31	11	38	33	9	45	30	2
UB	41	37	9	41	37	7	46	38	2
1914	42	33	9	42	32	5	39	34	4
GUAD	43	34	8	43	34	4	40	31	4
COD	44	—	7	44	—	4	42	—	3
MR	45	—	7	45	—	4	43	—	3
FEUDAL	46	—	4	46	—	0	41	—	4



FOUR-PLAYER DIADEM SCENARIO

ANZIO BASIC GAME III

By Tom Oleson

1. INTRODUCTION: This scenario covers just the last six turns of the other two new Basic Game scenarios whose rules were included in the May-June 1979 *GENERAL* (Vol. 16, No. 1), together with the basically similar rules to the two-player version of *DIADEM*.

The situation in Italy in May and June, 1944, lends itself to a four-player game. The Allied army commanders were the American General Mark Clark, 5th Army, and the British General Oliver Leese, 8th Army. Opposing them were 14th Army commander General Eberhard von Mackensen, and 10th Army commander General Heinrich von Vietinghoff.

The division of forces on each side was balanced such that a balanced four-player game is a real possibility. Once past the initial front line positions, the sector boundaries coincided (see map).

2. TIME SPAN & WEATHER: May II—June III, 1944. No mud.

3. RULES: Sections A through C, plus G (Appendix) as applicable. Changes to these rules specified here.

4. OOB IN GENERAL: In the Basic Games, there are no withdrawals, no Italians, and no replacement bonuses. In *Diadem* there are simplified garrison rules. OOBs for both sides are provided elsewhere in this issue, as well as a map of the front line, showing the sector boundaries separating each army.

5. GERMAN OOB: There are six parts:

A. Units available at the start, with fixed location indicated. Historically, the 90th Panzergrenadier Division, although under 10th Army command was entirely (Basic Game) or partly (Advanced Game) in the 14th Army sector May II. The first German turn, the 10th Army commander may move this unit to his sector. If he does not, it reverts to 14th Army command.

B. Eight units identified as Reserves. Each army may deploy just one of its reserve units anywhere in its sector on or behind the German side of the front line. The remaining six units must be at least one hex behind the front in their respective sectors. For example, Lido would not be permitted, Fiumicino would be.

C. Four infantry replacements, as made available by the Time Track which also indicates to which army they pertain.

D. At the start of the first German turn after the Allies invade, or use their Air Strike, or have a unit on a hex entirely north of the middle mapfold (at any time, even retreating), the Germans get a reaction:

1. Five units stationed at fixed points in North Italy, from which they cannot move, unless and until released as part of this reaction.

2. Six units entering as reinforcements off the German map edge, one turn later than the release of the five units above.

3. Three units entering as reinforcements off the German map edge, but two turns later than the five units in D.1.

E. It is probable that the Allies will trigger the German reaction in time for all units to enter, but they are not obliged to, therefore the Germans are not certain to get these units.

F. Reinforcements and replacements may enter the game, if feasible, outside the sector of the army of whose OOB they form a part. During their first movement phase, they must move to their proper sector, or revert to the command of the army in whose sector they end their movement phase.

6. ALLIED OOB: There are three parts.

A. Units shown on board at the start, including six replacements, three for each army.

B. Four 5th Army units entering as reinforcements.

C. The replacements received per the Time Track. May II, two of these go to 8th Army, one to 5th Army, May III, one to 8th Army, two to 5th, and so on, alternating until the end of the game.

7. STARTING THE GAME:

A. The Germans first set up their May II units, including reserves, and also including the five units frozen in North Italy unless released by the reaction rule. With the exception of the 90th P.G. already noted, each army must confine its OOB to its own sector.

B. The Allies then set up their units on board May II, anywhere on their side of the front, not in German zone of control. The only restrictions on the Allied setup are that each army must be in its own sector, the usual stacking rules apply, and the 56 stacking point capacity of the Anzio beachhead must not be exceeded. The Allies then move first.

8. AIR STRIKE:

Any one Allied turn, the Allies are allowed an air strike, per rule E14. This is another departure from the usual Basic Game rules. The Allied players must agree on a single turn for the air strike. They cannot have it on different turns for each army. If they can't agree, the player who has the initiative for that turn (see section 14) may call the air strike for both players that turn.

9. INVASIONS & SEA MOVEMENT:

A. Any Allied turn during the game, including the air strike turn, the Allies may invade once on the East Coast, and once on the West Coast; one invasion for each army. The two invasions may occur independently, or together. Each may lift no more than *four* stacking points, under the usual second invasion rules. Any invasion zone in the sector of the invading army is permitted.

B. There are eight port counters in the game. Ports already open with counters are: Napoli (city), Anzio (town), Roma (beachhead zone within the Allied front—the Anzio beachhead), all under 5th Army control; Termoli (town), and without counters, the two South End ports, all under 8th Army control. Each army has two port counters saved.

C. The Allies start the game with 100% Build-Up saved at each open port. Each army commander controls the sea movement and supply capacity of his sector, but may permit the other commander to use it. Any Napoli supply capacity not used by 5th Army may be used by 8th Army.

D. If the Allies invade at a zone already partially theirs, and open with a port counter, such as the Roma zone in *Diadem*, which is friendly and in operation within the Anzio beachhead, they must expend a new counter to support the invasion. Nonetheless, they will have only one BU for that entire zone, to apportion as they choose among beachhead zone hexes. Of course, they could open another port if there is more than one in the zone, as there is in the Roma zone. Such an Allied invasion could not exceed the zone capacity.

10. VICTORY CONDITIONS:

A. Rule Book C.15.C. The purpose of this victory condition is to oblige the Germans to end the game with a front line. Unless the Germans are careless, it is unlikely to decide the game.

B. Alternatively, to win, at the end of the game the Allies must:

1. Eliminate all *supplied* enemy units from all three Roma hexes, as well as the area on and south of the road from Lido to V39. *Unsupplied* enemy units in the above areas do not have to be eliminated by the Allies.

2. Have friendly, and *in supply*, at least one hex meeting the following definition:

a. A city hex entirely north of the center fold (Ascoli would qualify, Teramo wouldn't) *or*;
b. A bridgehead north of the Tiber River (hexes D44, E44, F43, G42, H39-42, inclusive).

c. Note that the requirement is not at least one hex of each sort, but one of *either* sort.

3. Allied failure to meet these conditions is a German victory.

C. In the four-player game, the above victory conditions may be used in which case each player wins or loses with respect to the player in the sector opposing his own front. Example: Allies win; 14th Army has lost only to 5th Army, 10th Army only to 8th Army. Alternatively, the four-player game may be played with victory conditions that also

permit a tie, and, in effect, pit each player against the other three. Victory, defeat, or a tie, is determined under these conditions as follows:

1. First, determine whether the Allies have won or lost, regardless of sector boundaries.

2. Presuming the Allies have won, there are two possibilities:

a. Both Allied armies have fulfilled the victory conditions which can be fulfilled in their own sector. Example: In its sector, 5th Army has a hole in the German front (C.15.C), or as is more likely, it has eliminated all supplied enemy units from Roma, and the Lido-V39 road, and the area south of it, *in its sector*, and has friendly and in supply either a city north of the center fold, or has a hole in the German front (C.15.C). In this case, there is no possibility of a tie, and the result is that 14th Army has lost to 5th Army, 10th Army has lost to 8th Army.

b. The other possibility is that although, taken as a whole, the Allies have won, only one army has satisfied all the victory conditions. Examples: the hole in the German line (C.15.C) may

be only present in one sector, not the other, or the city or bridgehead north of the center fold may be in one sector, not the other. In this case, determine which Allied army has fulfilled all the conditions necessary and possible in its sector for an overall victory. That army has a victory over the opposite German army. The other Allied army has a tie with the German army opposite.

3. Presuming the Germans have won (taken as a whole, regardless of sector boundaries), there are also two possibilities:

a. Both German armies have prevented the Allies from achieving their victory conditions in their sectors. Example: In its sector, 14th Army ends the game with a front line and has prevented 5th Army from getting a bridgehead over the Tiber, or a city north of the center fold, and it either has at least one Roma hex occupied by a unit in supply, *or* has a unit in supply on or south of the Lido-V39 road, *in its sector*, (either of the last two conditions is enough to prevent an overall Allied victory). For its part, *in its sector*, 10th Army has prevented 8th



Four Player DIADEM: The German 14th Army player deploys his units in specified fixed locations west of the red line. One of his four reserves may be deployed anywhere on or behind the German side of the front line including the Anzio beachhead. The remaining three reserves must be at least one hex behind the front. The German 10th Army player deploys his units similarly but to the east side of the red line. The Allies then set up their May II units anywhere on their side of the front, not in German ZOC, so long as they don't exceed the 56 stacking point limitation for the Anzio beachhead, *and* keep all 5th Army units to the west of the green line and all 8th Army units to the east of the green line.

Army from having a city north of the center fold friendly and in supply, and has at least one unit in supply as having a front-line at the end of the game. In this case, there is no possibility of a tie, and the result is that 5th Army has lost to 14th Army, 8th Army has lost to 10th Army.

b. The other possibility is that although, taken as a whole, the Germans have won, only one army has prevented the Allies from satisfying their victory conditions. That army has a victory over the opposite Allied army. The other German army has a tie with the Allied army opposite.

4. The above victory conditions have been described in great detail, but their application is simple, and adds interest to the four-player game.

11. SUPPLEMENTARY RULES: *Diadem* may be played with applicable parts of rule book section D, with the following notations.

A. The Germans receive one Tactical Air Factor in May, which they could use defensively as part of their May II deployment, or save for later, at the discretion of the 14th Army commander. The 10th Army commander gets one air factor in June. The Germans do not get extra factors as an invasion reaction, as the second invasion has already occurred. The Allied allocation explained in section D is unchanged. Note that the Allies do not get the naval factor during an invasion turn on either coast, nor the air factors during the air strike. The naval factor is at the disposition of the Allied Army commander having the initiative (section 14). The air factors are allocated on the same basis as replacements (alternating 2/1, 1/2, etc.).

B. Commandoes are not restricted to the southern half of the map. Commando raids are permitted, but not on invasion turns. There could be a raid on one coast if the invasion was on the other coast only. Commandoes may participate in an invasion, but as part of the four points Initial Lift permitted.

C. The Germans get the thirteen forts located as shown on the Advanced Game section of the *Diadem* Record Card, plus the only one they would get under the Time Record Card June I. Since there are only thirteen forts in the game, one of the original allocation would have to be destroyed in order for it to be recovered and redeployed June I. This fort is at the disposition of 10th Army.

12. ADVANCED GAME: *Diadem* may also be played with applicable parts of rule book section E, with the following notations:

A. **German OOB:** an Italian unit is added to the German reserves available at the start (10th Army), but the restrictions on deployment of reserves are unchanged. Two divisions (90th and 15th) are split into regiments, deployed as shown. There are seven garrison divisions in the Advanced OOB. Five on board at the start react into the game as explained in the Basic Game version of *Diadem*, or by Allied proximity under standard garrison rules. The 34th and 42nd infantry divisions enter as reinforcements, but not for free use. They go to the garrison points shown, where they would follow standard garrison rules. *Diadem* garrisons have a ten hex reaction radius. If one is available, the German 10th Army gets another fort June I.

B. The only change in the Allied OOB is the addition of the two Italian units to the 8th Army OOB, as shown.

C. Supporting fire is the same as in rule 11A, above.

D. No change in victory conditions.

13. ADVANCED GAME WITH SUPPLEMENTARY RULES:

Rule book section F may also be included. Sections not relevant are: 3, 9, 10, 13, 14, 15, 16, 17 (except C, which may be used). Rule 7 may be reflected by the Germans removing one step from any unit available for deployment May II, 14th Army OOB.

14. SPECIAL FOUR-PLAYER RULES

A. The initial setup must respect sector boundaries. After that, units may move anywhere feasible. There is no requirement to maintain the OOB division. Each player may give to his co-commander control of a unit, support factor, port BU, fort, etc.—anything at his disposition. Once a unit is in the sector of a given army, it remains under the control of that army, and does not have to be returned to the original commander.

The purpose of this rule is to prevent unrealistic situations from developing. For example, if such interchanges were prohibited, one side might lose the game because one army commander might have a surplus of units, the other a shortage. Use of the victory conditions explained in 10.C is recommended to give each player an incentive to retain control of his own OOB.

B. In face-to-face play, the two players on a given side may arrange the order of attacks, and the combat results, as they see fit. In play-by-mail, such consultation may be inconvenient. Therefore, when the players on a given side do not agree on the order in which to conduct their attacks, or cannot conveniently consult, the following rules govern:

1. The first turn, May II, the 5th and 14th armies are considered to have the "initiative", May III, this passes to 8th and 10th armies, alternating in that way until the end of the game.

2. The army commander with the initiative may, in his turn, conduct all the attacks in his sector before his co-commander conducts his attacks (in whatever order—within his sector—that the co-commander wishes), or, he may allow his co-commander to conduct some or all of his attacks before he does. The order in which attacks are resolved can be important. The commander with the initiative decides this order.

3. A combat may occur along the sector boundaries. For example, in a single attack, one or more attacking units may be in one sector, one or more attacking units in the other sector of the same side. Such an attack is also permitted the May II turn, although that is the one turn when commanders must setup their OOB in their own sector. Such an attack is resolved by the player who has the initiative, who also determines advances after combat, if any. An attack is also possible in which there are two or more defenders, not all of which are in the same sector of the defending side. In this case, any action required by the defenders as a result of combat, such as losses and retreats, is decided by the defending player with the initiative that turn.

There is no requirement for the player with the initiative to apportion losses evenly in inter-sector combats. He may determine the outcome of the combat in any legal way, even if it favors his own army.

4. Second or subsequent combats are controlled under the same procedures for first combats. If clearly in one sector, that sector commander is in control. If two sectors are involved, follow section 3, above. Note that units might begin their combat phase under the control of one commander, but participate in a second combat under the control of the other commander on that side.

5. At the end of a given player-turn, units are under the control of the commander in whose sector they end the turn, regardless of where they started the turn.

6. The rather complex rules above are necessary in order to cover all possibilities. In practice, the four-player game is not significantly different from the two-player games.

15. SPECIAL THREE-PLAYER RULES

A. The four-player version described above may also be played with three players. One player will command both armies on one side, the other two players will be co-commanders of the opposing side.

B. The player who has single command of both armies on one side, in the interests of play balance, should be the least experienced of the three. If he is playing the German side, in his initial setup, he must observe the same restrictions as though it were a four-player game. If he is playing the Allied side, he must do the same. In the first round of combat, each Allied army must attack from its own sector, although the German defender in a first combat attack could be in a sector different from that of its attacker(s). After the first round of Allied attacks in the May II turn, the single-command player is free from all restrictions peculiar to the four-player rules, and may dispose of his OOB exactly as though it were a two-player game.

C. The two players who are sharing command of one side follow the four-player rules already explained.

D. The victory conditions are the same as in section 10 above, including the alternative providing for a possible tie. Note that even though the single-command player has not had to observe sector boundaries since the start of the game, the boundaries in this sector are relevant for determining the victory conditions under rule 10.C.



ORDER BY PHONE TOLL FREE

If your favorite game store does not have the game you want in stock and you have a valid American Express, Master Charge, or VISA credit card, call our Toll Free number 800-638-9292 from anywhere in the Continental United States except Maryland to place your order. Our prompt mail order service will then speed your order to you with our usual lightning dispatch. You must give the order taker the number, expiration date, and name of your credit card along with your order and shipping address. We ship UPS wherever possible. If you prefer Parcel Post, be sure to specify this.

The Toll Free number is good only for ordering games or other merchandise from Avalon Hill by credit card payment. No C.O.D. orders can be accepted. The operator will be unable to answer game questions or switch calls to someone who can.

Maryland residents must call 301-254-5300 and ask for extension 34. Absolutely no collect phone calls can be accepted. The Toll Free number is not valid in Maryland.

FACTORY OUTLET

Whenever in the Baltimore area feel free to drop in at our Factory Outlet store located in our design offices at 900 St. Paul and 20 E. Reed St. This store is the world's only retail outlet featuring a complete selection of Avalon Hill games, parts, magazines and accessories. Pay by cash or check or bring your credit card, and if visiting on Saturdays feel free to stay and attend a gaming session with Interest Group Baltimore and get involved with whatever playtesting happens to be going down. Or just drop by and play or talk the games of your choice on Saturday with any of the locals and enjoy the competition.

Hours: Monday thru Friday—10 A.M. to 4 P.M.
Saturday—10 A.M. to 3 P.M.

IGB Playtesting—Saturday: 10 A.M. to 5 P.M.



Like their namesake's famed return to Capistrano, the Avalon Hill Swallows will return in force to Widener University this June 27th to do battle with the gnomes from Gotham in the annual Avalon Hill-SPI, grudge match, softball game. While there, we will also be hosting an expanded list of events including all our old favorites plus some new ones which promise to offer the ultimate in competition and fun for the AH devotee.

The listing of particulars for each event is in the following order: time and location, maximum number of participants, maximum number of rounds, estimated time per round, and entry fee. As usual, all Avalon Hill tournaments will offer the prized ORIGINS plaque as first prize with game and merchandise credits for runners-ups. The total number of alternate prizes will vary with the entry fee and number of entrants but in all cases prizes will be awarded to at least the top four finishers. The listing of prizes for each event is standardized as follows: 1st plaque, \$ = cash prize, M = Merchandise credits, G = *GENERAL* one year subscription, A = *ALL STAR REPLAY* one year subscription. Alternate prizes which are dependent on the number of entrants are signified by *italic* type.

Example: The prize list for the Avalon Hill 500 reads as follows: 1st: plaque plus \$100; 2nd: \$50; 3rd: \$35; 4th: \$25; 5th-8th: \$15 certificate for AH merchandise; 9th-16th: one year subscription to *THE GENERAL*; 17th-32nd if field is filled: \$7 certificate for AH merchandise.

We advise readers to pre-register for these events with the pre-registration form inserted with Vol. 16, No. 5. Although you can sign up for events when you arrive, you chance long lines or your favorite being sold out by the time you arrive. Note that this order form must be returned to the convention organizers at P.O. Box 139, Middletown, NJ 07748. It is *not to be sent to Avalon Hill under any circumstances*. Be sure to bring any game you intend to play in a tournament.

This year's tournaments will be held in far better facilities than was the case last year with all tournaments starting out in their own classroom. Indeed, all of the Avalon Hill events will be held on the same floor of Kirkbride Hall in the Science and Engineering building so a certain amount of cross-entering of tournaments may be possible. It promises to be an exciting and enjoyable weekend.

AVALON HILL CLASSIC 500

Fri 1800/Rm 216 & 217/128/7/3 hrs/\$5

This year the format of the 500 will change to allow opponents to play any AH game that can be completed in a reasonable amount of time. A ten minute time limit will be observed for most of the

tournament. Exceptions to this will occur, of course, depending on the round and the time of day. Contestants will submit a list of game preferences, and top choices will be given priority in arranging matches. In all cases, the list must include *AFRIKA KORPS*. In addition to the classics, such games as *ANZIO*, *MIDWAY*, *PANZERBLITZ* and *PANZERLEADER* may be played. Any overflow from the *RUSSIAN CAMPAIGN* tournament may be accommodated in the 500. The judge for our premier event is last year's winner and the 1978 runner-up, Bruno Sinigaglio, who will be ably assisted by five-year Classic judges Doug Burke and Rich Hamblen. In addition, there will be a special prize for the highest placing entrant under 18 years of age. Watch out old-timers!

Plaque + \$100/\$50/\$35/\$25/5th-8th: 15M/9th-16th: G/17th-32nd: 7M

FOOTBALL STRATEGY

Fri 1800/Rm 210/64/6/1½ hrs/\$1

Both Tom Shaw and Don Greenwood will be back with blood in their collective eye to regain the ORIGINS championship they dominated from 1976-78. This year a 30 second time limit per call will be enforced in an effort to bring 1979 champ Jim Reubal back into the pack in the sixth year of this single elimination event.

Plaque/15M/10M/A

WAR & PEACE

Fri 1800/Rm 209/40/3/3 hrs/\$2

During each tournament round, each pairing of players will play two games of the 1815 scenario with each player competing as the French player in one game and as the anti-French player in the other game. The French player will receive points for controlling Paris and preserving his army. After each pair of games is concluded, the player who achieved the higher total of French victory points will be considered the victor and will compete in two additional, identical rounds. The ultimate winners will be decided on a point basis through three rounds of play.

Plaque/20M/15M/G

THE RUSSIAN CAMPAIGN

Fri 1800/Rm 211/64/6/3 hrs/\$2

Dale Garbutt, 1978 winner of the Classic 500, hosts this very popular, single elimination event. The scenario to be played is Barbarossa with sudden death victory conditions and the game ending in Jul/Aug '43.

Plaque/20M/15M/10M/5th-8th: G

DUNE

Fri 1800/Rm 215/36/2/3 hrs/\$2

Mick Uhl, AH developer of the game, hosts this two round multi-player tournament with the winner of each six player game advancing into a final round.

Plaque/20M/15M/G

MAGIC REALM

Fri 1900/Rm 208/64/2/4 hrs/\$2

Jim Stahler, alias Lt. Stahler of *SQUAD LEADER* fame, hosts this two round, multi-player game tournament with assistance from the game's designer, Richard Hamblen. Up to eight players will participate per board with only the top eight advancing to the second and final round.

Plaque/20M/15M/10M/5th-8th: G

WOODEN SHIPS & IRON MEN

Sat 0900/Rm 210/64/6/2 hrs/\$2

Wes Coates, captain of the Swallows, returns to host the *WS&IM* tourney for the sixth straight year. Each player will command several ships per round in single elimination competition.

Plaque/20M/15M/10M/5th-8th: G

KINGMAKER

Sat 0900/Rms 211 & 212/125/3/4 hrs/\$1

Mick Uhl, developer of the AH version of the game, hosts our most popular multi-player tournament for the fifth straight year. Players will be split four, five, or six to a board depending on number of entrants, with only the winners advancing to the next round. Three rounds will be needed only if there are more than 36 entrants, but this event has traditionally drawn over 100 players.

Plaque/20M/15M/10M/5th-8th: G

CRESCENDO OF DOOM

Sat 0900/Rm 215/16/4/3 hrs/\$4

Don Greenwood, designer of the game and developer of the entire *SL* series, game masters a single elimination tournament for the stout of heart among the *SL* set. All players must be familiar with all rules of play through and including scenario 25.

Plaque/20M/15M/G

WAR AT SEA

Sat 1130/Rm 210/64/6/2 hrs/\$2

Alan Moon hosts our 4th running of the *WAS* tournament in a restricted field of 64, down from a previous maximum of 128, so be sure to pre-register for this very popular event to assure a chance to participate. As was the case in the past, all ties will be resolved in favor of the Allied player, and the rules of entry for American ships will be altered to add a

die roll modifier of +1 for each turn after their first possible turn of entry.
Plaque/20M/15M/10M/5th-8th: G

RAIL BARON

Sat 1230/Rm 215/36/2/4 hrs/\$2

Richard Hamblen hosts our third running of the game he developed for AH. The game will be the six player version with only the winner on each board advancing to the second and final round. Space is again limited for this very popular tournament so be sure to pre-register.
Plaque/20M/15M/G

SPEED CIRCUIT

Sat 1300/Rm 217/72/3/2 hrs/\$2

AH Sports Editor Bruce Milligan with the aid of Jim Maticek, hosts our 5th running of the *SPEED CIRCUIT* competition in what has evolved into one of the most popular multi-player events at ORIGINS. Initial rounds will be run on a special variant track provided by the gamesmaster with six cars per board. Best finishers will qualify for later rounds. The final round will be played on an enlarged variant track with a field of 12 cars—each car being represented by a scale model racer. All finalists will receive their model car mounted on a plate suitable for engraving as a trophy.
Plaque/20M/15M/10M/5th-8th: A/plus cars to finalists.

AIR FORCE

Sat 1330/Rms 211 & 212/162/3/2 hrs/\$2

Dale Wetzelberger turns in his kapitan bars from *SQUAD LEADER* and sprouts pilot's wings to gamesmaster the newest entry into the line of AH tournament favorites. Each player will control three aircraft simultaneously on the same board with two allied players and three opponents in 20 turn rounds. Only those players with surviving planes and kills to their credit advance to the next round. Each player receives a \$1 credit for AH merchandise for each kill scored during the tournament. Final victory is determined by being the last plane to survive, with total kills winning in case of ties.
Plaque/20M/15M/10M/5th-8th: G/9th-16th: 5M/plus kill credits

WIZARD'S QUEST

Sat 1400/Rm 213/36/2/3½ hrs/\$2

Rich Hamblen again does the honors for this easy playing, multi-player fantasy game making its first appearance in ORIGINS competition. Play will commence with six players per board with only the winners advancing to the second and final round.
Plaque/20M/15M/G

WIN, PLACE & SHOW

Sat 1600/Rm 215/36/2/3 hrs/\$2

AH sports editor Bruce Milligan again calls the clubhouse turn in our game of thoroughbred horse racing. Players actually assume the role of owner (buying horses), jockey (racing them), and fan (wagering on the outcome) in each six race game. Players are divided into groups of six with only the highest money earner in each grouping moving on to the final group in the second round. A good tournament to enter even if you have no prior experience with the game.
Plaque/20M/10M/A

RICHTHOFEN'S WAR DEMOLITION DERBY

Sun 0900/Rms 210, 211, 212/216/2/1 hr/\$1

Kevin Zucker controls the tempo in the 6th running of the Demo Derby in as many ORIGINS. Entrants are divided into teams of three and loosed on a board from which there is no escape against a similarly matched team. Only one team may survive

and only those members of the team not shot down may move into the next round. Pilots will be given credit for kills gained along the way so as to be able to gain ace status in the later rounds. The Demo Derby always draws at least 100 fliers, but who's counting? The more the merrier.
Plaque/20M/15M/10M/5th-8th: G/9th-16th: 5M

For the non-competitive types there are always seminars and we will be offering three this year. The first is at 4 PM Saturday in LH#1 of the Louis Kapelski Learning Center. NAPOLEON's SYSTEM OF MANEUVER will feature noted Napoleonics game designers Frank Davis, Mark McLaughlin, and Kevin Zucker. The discussion will center on principles of Napoleonic strategy; the Central Position and The Maneuver against Enemy Communications with Historical Examples. Discussion of how these principles have been included, or avoided, in published wargames, and how they might be effectively employed by the player in both solitaire study and in competition. An attendance fee of \$1.00 is charged for the 90 minute session.

Later that evening at 9 PM in the same room interested parties can attend the Avalon Hill Staff Meeting for free. We wouldn't dare charge anything—your questions would be more hostile. A glorified Q&A session with the assembled AH R&D staff—at least those of the staff we can round up.

Last, and probably least, on 1130 Sunday morning in Alumni Auditorium, those following the evolution of the *SQUAD LEADER* game system can pin Don Greenwood into a corner for all the questions/brickbats/assorted comments they can hurl after being ripped off for a buck. Actually, the dollar is his idea—he thinks by charging a buck there will be less of you around to throw things at him. '*SQUAD LEADER—What's Left*' will be your chance to see what's ahead in the SL game system and possibly guide those developments by making your feelings known.

There will also be a *DIPLOMACY* tournament and in keeping with the six year history of *DIPLOMACY* tournaments at ORIGINS it will probably be a doozy with over 100 entrants. Robert Sacks of the IDA will be representing postal *DIPLOMACY* by gamesmastering the event with help from Greg Costikyan. It is scheduled for two rounds of five hours each beginning on Saturday at 1 PM and Sunday at 10 AM. There will be a \$2 entry fee which will be used to defray expenses and subsidize the Boardman Numbers project, the Miller Numbers project, and the Orphan Games Project. Prizes will be given for 1st, 2nd, and 3rd place as well as best performance in each of the seven countries.

Rounding out the competitions involving AH games (to our knowledge) will be a special miniaturized version of *CIRCUS MAXIMUS* hosted by TSR's Tim Kask. Check the pre-registration form for details.

AREA TOP 50				
Rank	Name	Times On List	Rating	Previous Rank
1.	W. Dobson	16	2511RJP	1
2.	K. Combs	14	2496SJQ	2
3.	R. Chiang	22	2178GHN	3
4.	D. Cornell	16	2175OHK	4
5.	D.S. Burdick	14	2083EDJ	5
6.	T. Oleson	23	2065RRZ	7
7.	F.R. Freeman	7	2065DDE	6
8.	D. Garbutt	12	2060DFJ	8
9.	P. Kemp	7	2034EEJ	9
10.	P. Siragusa	7	2012CEF	10
11.	J.L. Kreuz	10	2001FFK	11
12.	P.D. Huffman	17	1978EEG	12
13.	M. Sincavage	3	1967CCG	14
14.	L. Newbury	16	1964EGK	13
15.	D. Barker	21	1952GGM	15
16.	J.C. Beard	4	1947CEH	16
17.	L.J. Kelly	7	1942VZL	21
18.	R. Leach	16	1931GIN	20
19.	F. Preissle	11	1926IKS	18
20.	J. Angloilloilo	16	1906DGI	19
21.	J. Zajicek	17	1865GJP	17
22.	C. Combs	4	1843MFD	22
23.	N. Markevich	6	1827CEE	23
24.	W. Knapp	8	1795JLR	25
25.	B. Downing	3	1791CEG	28
26.	G. Charbonneau	1	1773CEF	—
27.	C.J. Olson	3	1771CEH	26
28.	F.J. Sebastian	9	1753FHM	40
29.	D. Greenwood	15	1748EEG	27
30.	N. Cromartie	10	1725FFM	30
31.	W.E. Letzin	10	1720DDG	31
32.	P. Dobson	12	1718DEF	32
33.	T. Slafka	9	1706EFK	33
34.	K.A. Blanch	16	1705FGK	34
35.	D.R. Munsell	9	1698FDH	36
36.	T. Baruth	10	1693CDF	38
37.	D.R. Wilcox	3	1677HJQ	35
38.	S.D. Martin	7	1668DFH	39
39.	W.B. Scott, Jr.	10	1656GFC	41
40.	P. Carson	7	1650ECE	43
41.	J.E. Gardner	4	1645DEF	29
42.	R. Zajac	3	1630CEF	44
43.	B. Hayden	7	1624HIN	47
44.	J.M. Rarick	4	1617OFI	48
45.	I.A. LeBoeuf	2	1605FHM	45
46.	J.R. Kenower	2	1605CEF	50
47.	R. Rowley	1	1600DFJ	—
48.	W.B. Thomson	2	1598DEI	49
49.	K. MacDonald	1	1592EKK	—
50.	J. Cornell	1	1580ECF	—



NEW KINGMAKER EVENT CARDS

Are your *KINGMAKER* games getting a bit dull? You can spice them up with the new Event Cards described in Vol. 14, No. 3. Avalon Hill is making available in a special expansion kit a new deck of 48 Event cards including 25 printed Treachery, Gales At Sea, Refuge, Vacillating Allegiance, Catastrophe, and Royal Death cards as well as 23 blanks for use in your own variants. The entire deck is backed by the same rich *KINGMAKER* design which makes the game such a joy to play and cards from the two decks will be indistinguishable from the rear. This special card deck is available for \$4.00 plus postage. Maryland residents please add 5% sales tax.



TWO IS BETTER THAN ONE

PROBABILITY TABLES FOR TWO SUCCESSIVE ATTACKS IN PANZERBLITZ

By Andrew Katsampes

Using probability tables for two successive attacks will assist the attacker in allocating his limited resources, attack factors(AF), to maximize the occurrence of desired combat results, either dispersal or elimination of the defending unit. The text that follows is intended to explain the significance of a probability table and its use.

For a single attack at given odds with appropriate terrain die roll modification, the probability of an elimination result is the number of Xs that could occur divided by 6 and multiplied by 100. The probability of a special dispersal is computed from the number of DDs. The probability of a dispersal (D) and no effect (-) are also computed in a similar manner. Therefore, for a 4-1:1 attack the probability of elimination is $(5/6) (100) = 83\% = P(X)$, of either a special dispersal or dispersal 0% and of a no effect $(1/6) (100) = 17\% = P(-)$. If the probability of an event is 0% then this event cannot and will not occur. For an attack 4-1:1 neither a special dispersal or a dispersal will occur. A probability of 17% signifies that if the attacker made several, 6 for example, 4-1:1 attacks he can expect that $(17\%) (6) = 1$ attack will have the result no effect. For the same 6 attacks the expected number of eliminations is $(83\%) (6) = 5$. The attacker can expect more eliminations than 'no effect' results. An elimination is the more likely event of all events possible as indicated by $P(X) = 83\% P(-) = 17\% P(DD) = P(D) = 0\%$. The sum of the probabilities is 100% which means that an event will occur.

For the six 4-1:1 attacks from the previous paragraph we stated that the expected number of eliminations is 5 and the expected number of no effect results is 1. However, in real life the number of elimination results may be less than 5 ("bad luck") or greater than 5 ("good luck"). There is no way to predict these slight deviations. Probability theory merely states that in the long run we can expect that of all the 4-1:1 attacks made 83% will be eliminations and 17% will be no effect results.

When considering two successive attacks it is possible to compute the probability that at the conclusion of both attacks the unit will be eliminated, $P(X)$, dispersed, $P(D')$, or no effect, $P(-)$. Basically this involves a multiplication of the probability tables for each successive attack while correcting for the possible die roll modification, -1, resulting from a D or DD result in the first attack. The $P(D')$ is the probability that any of the following sequences of results occur: D,-; DD,-; -D; -DD; DD,D. The net result of all these sequences of results is a dispersed defending unit. Thus in the tables that follow the probabilities listed are those for two successive attacks as planned or as listed when playing by mail. Also taken into account are the terrain die roll modifications and the types of attacks possible on that terrain.

In the upper right corner of each table the terrain of the defending unit hex is noted. For both the first and second attack the types of attack; direct/indirect, mine, OVR, or CAT are noted. The odds of the first attack are listed across the top of the table and the odds of the second attack are listed on the left. The probabilities of each combat result for a given pair of attacks are found at the intersection of the odds of the first and second attacks. Therefore, if the defending unit is located in a woods hex, and the first attack is a direct 3-1:1, and the second attack is CAT 1-2:-1, then $P(X) = 44\%$, $P(D') = 39\%$, and $P(-) = 17\%$.

Continued on Page 46, Column 1

Probability Table 1

First Attack is 2-1:+0 Mine Attack

Defending Hex		Woods, Town			Clear, Slope, Hilltop, Gully			Woods, Town			Clear, Slope, Hilltop, Gully		
Second Attack		Direct/Indirect			Direct/Indirect			CAT			CAT/OVR		
Die Roll Modification		(+1)			(+0)			(-1)			(-2)		
Odds		X	D'	-	X	D'	-	X	D'	-	X	D'	-
1-4		17	67	17	17	67	17	17	67	17	17	69	14
1-3		17	67	17	17	69	14	28	61	11	39	53	8
1-2		17	69	14	28	61	11	39	53	8	56	41	3
1-1		28	61	11	39	53	8	50	44	6	64	33	3
2-1		50	44	6	64	33	3	78	22	0	92	8	0
3-1		78	17	6	91	6	3	94	6	0	97	3	0
4-1		97	0	3	100	0	0	100	0	0	100	0	0

Probability Table 2

Defending Hex: Clear, Slope, Hilltop, Gully

Second Attack		CAT/OVR																								
CAT	OVR	1-4*	1-3	1-2	1-1	2-1	3-1	4-1	X	D'	-	X	D'	-	X	D'	-									
(-2)		0	17	83	0	31	69	0	44	56	0	58	42	17	69	14	50	36	14	100	0	0	0	0	0	
1-3		0	50	50	6	52	42	11	56	33	17	58	25	39	53	8	61	31	8	100	0	0	0	0	0	
1-2		17	50	33	22	50	28	28	50	22	33	50	17	56	41	3	69	25	6	100	0	0	0	0	0	
1-1		17	67	17	25	61	14	33	56	11	42	50	8	64	33	3	75	22	3	100	0	0	0	0	0	
2-1		50	50	0	58	42	0	67	33	0	75	25	0	92	8	0	92	8	0	100	0	0	0	0	0	
3-1		83	17	0	86	14	0	89	11	0	92	8	0	97	3	0	97	3	0	100	0	0	0	0	0	
4-1		100	0	0	100	0	0	100	0	0	100	0	0	100	0	0	100	0	0	100	0	0	0	0	0	

*This column is equivalent to a single attack with a die roll modification of -2.

Probability Table 3

Defending Hex: Woods, Town

Second Attack		CAT/OVR																								
CAT	OVR	1-4*	1-3*	1-2	1-1	2-1	3-1	4-1	X	D'	-	X	D'	-	X	D'	-									
1-4**		0	0	100	0	0	100	0	17	83	0	33	67	0	67	33	33	33	83	0	17					
1-3		0	33	67	0	33	67	3	41	56	6	50	44	11	67	22	39	39	22	83	6	11				
1-2		0	50	50	0	50	50	6	53	42	11	56	33	22	61	17	44	39	17	83	8	8				
1-1		0	67	33	0	67	33	8	64	28	17	61	22	33	56	11	50	39	11	83	11	6				
2-1		33	67	0	33	67	0	42	58	0	50	50	0	67	33	0	72	28	0	89	11	0				
3-1		67	33	0	67	33	0	72	28	0	78	22	0	89	11	0	89	11	0	94	6	0				
4-1		100	0	0	100	0	0	100	0	0	100	0	0	100	0	0	100	0	0	100	0	0				

*These columns equivalent to a single attack with a die roll modification of -1.

**This row equivalent to a single attack with a die roll modification of +1.

Probability Table 4

Defending Hex: Clear

Second Attack		First Attack: OVR (-2)																								
CAT	OVR	1-4	1-3	1-2	1-1	2-1	3-1	4-1	X	D'	-	X	D'	-	X	D'	-									
1-4		0	31	69	0	58	42	17	56	28	17	69	14	50	50	0	83	17	0	100	0	0	0	0	0	
1-3		6	53	42	17	58	25	33	50	17	39	53	8	67	33	0	89	11	0	100	0	0	0	0	0	
1-2		22	50	28	33	50	17	47	42	11	53	42	6	75	25	0	92	8	0	100	0	0	0	0	0	
1-1		25	61	14	42	50	8	56	39	6	64	33	3	83	17	0	94	6	0	100	0	0	0	0	0	
2-1		58	42	0	75	25	0	83	17	0	92	8	0	100	0	0	100	0	0	100	0	0	0	0	0	
3-1		86	14	0	92	8	0	94	6	0	97	3	0	100	0	0	100	0	0	100	0	0	0	0	0	
4-1		100	0	0	100	0	0	100	0	0	100	0	0	100	0	0	100	0	0	100	0	0	0	0	0	

Multiple Unit Example

Attack Sequence	Attacking Units	Defender	Odds	X	D'	-	X	D'	-
A	931,933,145,148	185	3-1:+0	50	33	17	Not Attacked		
B	931/145,148	622	2-1:+1, 2-1:-1,				67	33	0
	933	185	1-1:+0				0	50	50
C	931,933/145,148	185	2-1:+0, 1-1:-2	64	33	3	Not Attacked		
D	931/145	622	2-1:+1, 1-1:-1				33	56	11
	933/148	185	1-1:+0, 1-2:-2	33	50	17			
E	931	622	2-1:+1				0	67	33
	933/145,148	185	1-1:+0, 1-1:-2	42	50	8			

RULES OF CONDUCT

OFFICIAL AVALON HILL RULES FOR AREA PBM PLAY

by Tom Oleson

The AREA pool is now entering its sixth year of existence. Although it can't be said to have achieved its purpose of completely culling the bad guys from the ranks of postal play, neither has it been a complete failure. There are still incidents of poor sportsmanship and outright fraud, not to mention disappearing opponents as evidenced by the 62 who have been evicted from the pool to date. But 62 is not so many when measured against the almost 5,000 members of the pool. Admittedly, few of these members participate to the degree of a Tom Oleson and others are loathe to report the improprieties of a fellow member, but the contrast between the present postal waters and those of years gone by, leaves one with a halcyon impression of the current state of affairs. Whether this relative calm upon the waters is simply a matter of the growing maturity of the hobby or purely coincidental is a matter of opinion. It seems likely, however, that the publication and wide spread acceptance of a code of ethics regarding postal play where none existed previously has had at least a contributing effect. No matter how distasteful it may be to "snitch" on an errant opponent, there can be no denying that the possibility of being reported to some higher authority and dismissed in disgrace must hold at least some weight for the number of disappearing opponents is diminishing. While an AREA opponent is by no means a guarantee of a game satisfactorily played to a conclusion, it is certainly a better percentage bet as the bad seeds are weeded out and left to their own devices.

To the best of my knowledge, no one is better qualified to author a code of conduct for postal play than Tom Oleson. A gentleman gamer in his 40's whose love of wargames is exceeded only by his passion for Ferraris and beautiful women, Tom has been playing postally longer than most of us have been in the hobby, and is a widely recognized connoisseur of good games. His experience is by no means limited to Avalon Hill games, having sampled a wide range of what the hobby has to offer in terms of varying publishers and periods. He leads the AREA rating pool in number of postal games played with over 95 and that reflects only his AH gaming of the past 5 years! At one point he performed the "judge" duties for over 200 games for the AHIKS postal club—a thankless task if ever there was one. So although rarely involved in postal disputes himself, he has been a witness to more than he'd care to remember. Having remained in the Top Ten of the Area listings for all of the approximately two dozen lists published to date, he stands out as the preeminent authority on AREA competition. Even more impressive is that unlike certain individuals in the higher rankings, his score has been amassed while playing a wide range of skilled opponents at their own game. Occasionally embarrassed by his easy wins over a certain player of lesser caliber, he even grants him an occasional second chance die roll for the sake of an exciting game. Why, then, do I keep getting blown away playing ANZIO with him?

THE CASE FOR PLAYING BY MAIL (PBM)

Playing games by long-distance communication goes back farther than most people realize, at least as far back as the medieval troubadors, who carried chess moves with them as they wandered from castle to castle. PBM has at least three important advantages over face-to-face (FTF) play:

1. Convenience

Unless FTF opponents live very close together, when you consider travel time, most such sessions last quite a few hours, hours during which the non-wargamers in your life may have other plans for you! Then, too, many gamers just don't have that many hours to spend all at one time. You can schedule your PBM precisely to suit your convenience. Many gamers find it quite relaxing, after the day or the week's work, to unwind with a PBM turn.

But isn't it simpler to finish a game FTF, put it away, and not risk having the board jostled, presuming in the first place you can find a place to leave it? Not necessarily. The number of games which can't be finished in an afternoon FTF session is growing rapidly. Then, too, the ingenuity of PBMers has come up with many ways to eliminate the inconvenience of leaving a game set up. For those games with PBM kits, with pads of reduced-sized mapboards, such as *ANZIO* and *PANZERBLITZ*, the game can be PBM'd right on the map. Some intrepid gamers have made their own reduced maps of quite large and complex games, contending that they are easier played PBM, using these relatively small maps, then FTF using the original components.

If this approach doesn't appeal to you, storage of PBM games left set up can be reduced to a problem of manageable proportions. Past issues of *THE GENERAL*, Volume 11, No. 1 in particular, have published detailed plans for storage cabinets, or trays which you can put under a bed, in a closet, or any place out of the way. To prevent counters shifting their position, it's possible to magnetize both board, and counters. A magnetized wargame can be hung on the wall. For games with back-printed counters, little magnetized clips are available. Another approach recently explained in an English wargaming magazine is to apply a product called "Blue Tac" in minuscule quantity to each counter. They say that it sticks them to each other, and the board, still allows easy separation without marring board or counters, and lasts a long time. I haven't heard of anything similar in the US, but no doubt it exists.

Although there are ace PBMers who don't leave games set up between turns, this is not recommendable for beginners, or for the vast majority of gamers, myself included, not blessed with photographic memories. Not only is it a nuisance and time consuming to have to reset each turn, but the possibilities for error are multiplied.

One of the most common PBM errors is incorrectly recording the grid coordinates of a unit. On games which don't have coordinates printed in every hex, you can do several things to minimize the chance of a costly clerical error:

a) The ideal thing is to mark them in yourself. This is the safest way to prevent errors, but even if done very neatly, it can detract from the board's appearance. Some classes of terrain, such as forest and mountains, also can obscure the coordinates.

b) Put the coordinates at intervals of several hexes.

c) Put a light but visible mark every so often along the diagonal rows. This makes it visually easier to follow along the row back to the grid along the side of the map.

Whatever marking system you use, after your turn is all done, it is recommendable to again check that you have correctly marked the grid locations. It is not uncommon to find one or two wrongly marked.

Wargaming is full of interesting people. A New Yorker by the name of Bill Gilbert was the best *STALINGRAD* player I ever met, and the author of several interesting articles in early *GENERALS*. Bill was one of those gifted players who could play dozens of games by mail, using just one copy of the game! He could instantly recall the coordinates, of any hex, or if given a set of coordinates, tell you its map location. For those of us with more normal abilities, it's much more convenient to plan on having one game for each PBM match.

One last tip for PBM enjoyment is: don't get in over your head. Particularly at the start, pick a game with few units, and rules suited for PBM. Later on, as you gain experience, you can play more matches, and more complex games. The determination of PBMers is legendary. PBM systems for many highly unsuitable games have been painstakingly devised.

2. Social

Some years ago, I started PBMing with Bernie Ackerman, a young South African. Through our hobby connection, we became pen pals, and one day Bernie came for a visit to our California home. A long trip, but unremarkable in this day and age, unless you consider that Bernie has spent his whole life in a wheel chair, because of muscular dystrophy. Through PBM, you can make friends and acquaintances whom you would never meet FTF. Once they get to know each other PBMing, many wargamers eventually make it a point to meet FTF. Many gamers have told me that their chief motive for attending the ORIGINS convention was to finally meet long-time PBM opponents.

3. Skill

A widespread circle of opponents is not just a social pleasure. It leads to improved play, by matching your ability against others who may have very different ideas. It's also not uncommon that your local FTF circle has misinterpreted the rules.

Playing FTF, however tolerant your opponent, you are under a certain time pressure. Not so in PBM. Take all the time you want to weigh alternative strategies, set up the turn several ways, and restudy the rules. As a result, you improve your play. And because the starting locations of your units are recorded you can't be guilty of the creative "shift" so prevalent in FTF play where a unit is moved, the player changes his mind, returns it and moves again. "Let's see now, the 16th Panzer was here, right?"

Of course, PBM is not without its disadvantages. One is the cost of postage. However, when you calculate the hours of enjoyment to be had PBMing, the cost for each of those hours is cheaper than just about any other form of entertainment.

A bad opponent is the big disadvantage of PBM; bad whether because his turns are a mess, his idea of fair-play differs from yours, he isn't prompt, or disappears altogether. These problems, while still present, are less prevalent than in the past, as a glance at the PBM want-ads of old *GENERALS* illustrates. Gone are the days of warring PBM clubs, boasting domination over various areas, and the players claiming perfect records. Those who challenged those "infallible" players, found that the secret of their success was dropping out of any match they stood to lose!

As a veteran of hundreds of postal games over more than a decade, with opponents in Asia, Africa, Europe (including behind the Iron Curtain), and the U.S., I have been impressed with the generally high level of sportsmanship in gaming. Even the best of friends can't entirely avoid dif-

ferences of opinion, but I have found these no more prevalent in AREA play, than in the presumably more casual non-AREA games. The idea that all AREA games are "no holds barred", while non-AREA is easy-going, just isn't so. Moreover, there are "bad" FTF opponents, as well. Because of the potentially larger pool of PBM opponents, the chance of finding a very good opponent is better than in your local FTF circle of friends.

Nonetheless, they say that "good fences make good neighbors", and that's the reason for these rules.

The first rule is unofficial, although it leads all the others in importance: be a good sport. The purpose of wargaming is enjoyment. We are playing *games*. Of course, we take them seriously, and wish everyone else did, too, but it is more important to gain and keep the respect of one's fellow gamers, than to win on a technicality. Of course, the definition of a mere technicality can differ greatly from one gamer to the next! There really is no substitute for good sportsmanship in wargaming, because there is only one protection against cheating: safety in numbers. By that I mean that in any particular game, a really clever, determined opponent, can find a way to cheat. If that opponent uses the same tricks repeatedly, you can be sure he won't survive in AREA. That's one of the reasons for the AREA system.

OFFICIAL AREA PROCEDURES

The Game and its Rules

1. A number of Avalon Hill games were published in several different editions. Agree with your opponent in advance on the edition you are using. It is also very helpful to keep an errata file on games you enjoy, and to exchange this with your opponent. If a difference of opinion arises, unless some other *prior* understanding exists, it's understood that Avalon Hill rulings govern.

2. If you have to ask Avalon Hill for a ruling, certain procedures *must* be followed:

a. Your enquiry preferably should be typed, and if that's not possible, be sure to write legibly. Phrase your questions so that they can be answered yes or no, leave a space to do so, and for comment. Don't send in an illegible, or vaguely worded, query, without space on the same letter for reply.

b. But that's not all! You *must* include a SASE (self-addressed, stamped envelope), bearing sufficient first class postage. It is *not* acceptable to ask that your question be returned with an order. If you live outside the U.S.A., and don't have access to American stamps, send the self-addressed envelope anyway, along with an International Reply Coupon, or U.S. currency sufficient to cover return postage costs. Unfortunately, both the coupons, and the currency, are sent at your own risk, so be sure that they are not visible through the envelope. If your opponent is the type, you may want to have the reply sent directly back to him, so that he can verify the Baltimore postmark. In this case, you should send two envelopes, one each addressed to you, and your opponent, and a carbon copy of your question.

c. Don't wander—if you really need that *A.K.* ruling fast, make it the only question you ask. If you ask questions on six other games at the same time, just to appease your curiosity, or get your money's worth, don't be surprised if it takes several months to get a reply. By the time your letter has bounced from designer A to designer F, a lot of time will have elapsed.

d. Be precise—if you must refer to grid coordinates, enclose a clear diagram, with the hexes labelled. Oftentimes the busy AH answerman will not answer a question which forces *him* to look up grid-coordinates. Send a diagram.

e. Be realistic—questions such as "I don't understand combat, please explain it to me" evoke

only a sigh of dismay, as they drop unanswered into the round file. If you don't understand something well enough from the rulebook to enable you to phrase a question yes or no, how can you expect someone to explain it better in long hand, rapidly, and on the spur of the moment? The answerman certainly can't devote the time to answering individual enquiries that he did to carefully composing rules which thousands read. Similarly, don't expect answers about the design or history of a game. Such material is published in the *GENERAL*, if at all, and certainly won't be repeated individually!

3. It is your own responsibility to know the rules. Later on in this article the official AREA procedure for correcting errors is discussed, but at this point, it is appropriate to mention that you do *not* have cause for complaint if a legal move catches you unawares. "But I didn't realize you could do that!", is not a legitimate excuse.

And while on the subject of errors, a disadvantage of PBM is that correcting a turn can cost several weeks. The compensating advantage over FTF is that errors are more readily noted. I recall a *RUSSIAN CAMPAIGN* game in which my Russian opponent seemed to be using atomic weapons in 1942. Suspecting my usual habit of taking a stroll during the opponent's turn, I saw not that he was cheating, but that he grossly misunderstood the rules. We quickly came to a meeting of the minds, but that FTF game was beyond salvation. Had we been PBMing, because I would have set up both OOBs, I would have noticed the errors at once.

THE FORMAT FOR PLAY

1. Time limits for returning each turn:

a. Before starting play, you should agree with your opponent on two things:

1) The maximum time interval between the receipt of the letter containing your opponent's turn, and the postmark date of your replying turn. A common and customary interval is one week, but it can be whatever you agree, but *do agree!* You should of course date your turn (two dates, if the date you do it, and the date you mail it, differ), and you should also indicate the date your opponent's turn was postmarked, and received. This takes just a minute, and is suggested bearing in mind that by far the most frequent subject of AREA complaint is "too much time in the huddle".

2) How many "time-outs" are allowed, and for how long? It is not at all uncommon for a delay in PBM to occur for any number of good reasons. It is normal to expect opponents to tolerate a *reasonable* number and duration of such delays, but it is not reasonable to expect a game to be concluded in the hereafter. What is "reasonable"? That is for both of you to agree on, before play begins. It is essential that you do.

b. If you violate the agreed-on time limits, even for good reason, consider that you have lost, and send your opponent a signed victory slip. If you freely agree to time limits in advance, you have no cause to resent the consequences of violating them.

c. Hopefully, the above procedures should enable you and your opponent to amicably resolve any problem about time limits. If not, and you must resort to Avalon Hill, please bear in mind that regardless of the interval you have accepted, no official complaint will be considered until two weeks have elapsed without reply to a warning sent to a tardy opponent. After a warning has been sent, and two weeks have elapsed without reply, a forfeiture claim can be made to Avalon Hill. No such claim will be considered unless a carbon copy is sent to the offending opponent. Also keep in mind that if you expect a reply, you need to include a SASE. It should be treated like a rules enquiry. You must include your opponent's complete address, including zip code, or AREA membership number. Name alone is not enough. AREA records are kept by

membership number—not alphabetically. If you don't have your opponents AREA number, Avalon Hill can't act on a complaint. For this reason it is always wise to exchange AREA numbers at the outset of any match. Note that because all domestic AREA numbers are based on Zip Codes it is easy to verify if your opponent is giving you his correct number. If his number and Zip Code do not agree he is either pulling one over on you or is using an invalid number which he hasn't bothered to change since changing his address. It is imperative that he have his Area number changed to agree with his current address. If the AREA technician can't locate his card, then any claim you post against him is worthless.

It is also a good idea to exchange phone numbers. Even if you have no intention of blowing a dime on a long distance call, your opponent might be so inclined if he thinks it will avoid a problem. For instance, it seems that the Canadian Post Office goes on strike almost annually. Whenever this occurs, AREA always eventually gets a relative flood of complaints against non-responding Canadian opponents from impatient U.S. gamers who do not realize what's going on across the border and think their Canuck friends are taking a powder to avoid finishing a losing cause. The Canadian gamer is no more at fault for the situation than his American counterpart, but without making a phone call or telegram he has no way to get the word to his stateside adversary that the delay is not his fault. Generally speaking, it is a good idea to be willing to back up any letter of inquiry about a delayed move with a phone call before lodging a complaint with Avalon Hill.

Avalon Hill does not want to encourage forfeitures. That is why their result is expulsion, not exchange of points. Everything possible must be done to resolve a game amicably, but if worse comes to worst, you owe it to your fellow AREA players to report those who ignore their commitments.

On games started after publication of these rules, Avalon Hill will not adjudicate time-limit problems unless the players have agreed on a definition of the time limits. If you don't care enough about it to sort it out in advance, how can you expect Avalon Hill to spend time on it? Details of the agreed limits should be submitted together with any complaint. With that in mind a special AREA match checklist is included in this issue as an insert. When properly exchanged, filled out, and copied it becomes proof of any prior agreement.

2. One would presume there would be no need to mention that turns should be done neatly, legibly, *and in ink*, but unfortunately, that is not the case. Also, include all pertinent information. If you are using a supply unit in *AFRIKA KORPS*, explain what combats it supplies. If you are moving by sea in *ANZIO*, list the units involved and how much of the available sea movement capacity they use up. If you destroy a supply unit, mention it, just don't omit it on the OOB Sheet. Obviously, such examples could be multiplied extensively.

At the moment you are doing this, the time needed is negligible, but if it results in confusion on the part of your opponent, it may cost him hours, or even a turn returned to you for explanation.

3. The typical PBM game sails along smoothly with nary a letter lost, nor motive to complain. But on those rare occasions when a letter is lost, or you have to complain or enquire, you will be glad to have kept a carbon copy, or photostat, of your turn. Particularly if you have more than one or two PBM games going, just by using a manila envelope, and a paper clip, you can keep a file of the complete game.

If you have to send part of your file to your opponent, or Avalon Hill, make a photostat. Sound inconvenient? Remember that you should have to

do this *very seldom*. Your PBM opponent is just as interested in having fun as you are, so you should very rarely have to get legalistic. But if you do, that's when you need that legible copy in ink, so there's no question of alteration by either party.

4. There are as many different PBM styles as there are players. Some favor a casual style, using any scrap of paper. At the opposite extreme, an erstwhile *ANZIO* opponent of mine sent me 75 typewritten pages of instructions on how to properly PBM *ANZIO*. He soon agreed with me that he set a PBM standard way beyond my reach!

Between these extremes, the use of PBM OOB sheets is popular. The oldest wargaming club, to my knowledge, is AHIKS, Membership Secretary Bruce Maston, 1404 Union St., Schenectady, N.Y. 12308. It provides its members with OOB sheets without charge. Many are tailored to specific games, while universal OOBs are supplied for the less popular games. Even better are the Avalon Hill PBM kits.

5. Apart from the different ways in which you may record your turn, there are different ways in which a PBM turn may be played. Avalon Hill supplies general PBM instructions, and specific instructions for many of their games. You should clarify in advance if these apply.

One of the differences between FTF and PBM is that, in FTF, you must decide the consequences of each combat, such as casualties, advances, retreats, etc., before proceeding to the next, although you could vary the order in which you resolve a series of combats, as you proceed with combat resolution. When the FTF turn is done, it may become apparent that the decisions you made as combat resolution proceeded were not optimum, based on the results of later attacks.

In PBM, all combat is resolved simultaneously. Therefore, at least in theory, one could decide the results of each individual combat with the advantage in hand of knowing the results of all combats. Also theoretically, one could, after the fact, consider each combat to be taken in the most convenient order. To my knowledge, no one actually PBMs this way. Rather, it is customary to arrange the PBM turn to approximate a FTF game as nearly as possible. Therefore, when you mail your PBM turn, you should:

a. List the order in which combats will be resolved, even though the combat results may make this not the most advantageous order.

b. List in advance all the possible results of each combat. This can be quite elaborate, particularly in a complex game with a number of combats. If you do not mention a possibility, you lose it. For example, if you intend to advance after combat, you must so specify in advance. Another example would be in *ANZIO*, where if you foresee a second combat possibility, you must specify it in advance. If not, the other player is justified in ignoring the possibility, and proceeding to his next turn.

If anticipating all results is burdensomely complex, you may agree on one of the following alternatives:

1) A separate mailing for each combat. This is so inconvenient that it is rarely done. Often or always done, however, is a separate mailing for games with more than one combat phase.

2) Permitting the player whose turn it is to mail his turn, leaving to specify later the results of one, or more, combats. He then consults the newspaper for combat results (or uses whatever system is agreed), and enjoys the convenience of specifying the outcome of one or more combats, after knowing the results of all other combats. This is a reasonable compromise between the flow of FTF play, and PBM. It is quite common to permit this "after the fact" delineation of just the *final* combat. However, if a number of combats can be separated into groups which are independent, perhaps because of geographic separation, there is

no reason why the final combat in each such group could not be left for specification *after* other results are known.

The point is to try to make the flow of a PBM turn similar to a FTF turn, to the extent convenient.

6. As the design of wargames has evolved, there has come to be a greater degree of interaction between players during the turn. The older, simpler games specifically divided each player's responsibilities. During your turn, all your opponent had to do was watch. For games with a high degree of player interaction, some quite sophisticated PBM systems have been designed. When such systems are used in AREA play, Avalon Hill is unable to sort out problems arising from the system itself. Why? I don't work for Avalon Hill, but I know that for those who do, the hours are long, and the pay not lavish. Sorting out problems is strictly a labor of love. Therefore, they can only resolve disputes stemming from standard Avalon Hill PBM procedures, not special systems worked out by the players themselves.

7. The loser should submit his signed AREA slip directly and promptly to the winner. Remember that a victory claim submitted thirty days beyond the concession date is worthless. *Do not send in the claim yourself*. There is a presumption of trust in any PBM match, or it likely would not have been started in the first place, but it is unnecessary to take it on faith that your victory has been recorded.

RESOLVING COMBAT

1. There are several forms of honor system. Two of them are either just to "roll your own", or to select a newspaper stock sheet, and from that, calculate die rolls (DRs) by some pre-arranged procedure. There is one weighty disadvantage to any honor system, and it is *not* dishonesty. Any experienced wargamer knows that bizarre streaks of good and bad luck occur. If, at a key moment, you roll a trio of "1's", what do you do? If you honestly report them to your opponent, you can lose the trust and respect of a friend, or sow a seed of doubt. It has happened. If you "average-down" your own DRs, you are cheating yourself. What then if you roll three "6's"?

For that reason, if you insist on using the honor system, please do not complain about it to Avalon Hill!

2. Random number sheets are available commercially from several sources, or free of charge to AHIKSers, for use in club matches. These come with instructions for their use. Here again, if you have a complaint stemming from use of these sheets, please don't refer it to Avalon Hill, which has quite enough to do resolving its own game-related problems, without taking on problems generated by the use of non-Avalon Hill products or systems.

You can also obtain your own random number sheet for the price of a newspaper. As explained later in this section, the listing of New York Stock Exchange transactions, printed in most papers, can easily be used to generate DRs. Combat resolution using the newspaper usually depends on a stock list which will be printed *after* you mail your turn, so that you don't know what figures the list contains. However, it is possible to use a newspaper stock list that has been printed before you even start your game. Here's how:

a. Start the habit, if you anticipate using this system, of saving a few newspaper stock lists. Pick one out, the older the better.

b. At this point, it is usually recommended to advise your opponent of the results of four stocks on your list. Say, for example, that on your list the following stocks traded the following number of shares: Zapata 1100

Zayre 400

Zenith 1000

Zurn 700

If you look at a newspaper, you will notice that the zeros are not listed. I put them here just to make the point that the digits you see in the paper are hundreds. When it says Zapata 11, it doesn't mean 11 shares traded, but 1100-odd.

The above is like a "fingerprint" for your newspaper sheet. It is very unlikely that any two stock lists for different days will have this same combination. The disadvantage to this system is that it can tempt an industrious but unscrupulous player to cheat, by spending some hours in the library, to search out your newspaper sheet. This provides him with a copy of your random number sheet, so that he can pick his own DRs. This is cheating: don't do it! Despite this problem, this system is often used, because it is vulnerable only to a really determined cheater.

I have explained this method of generating a stock-sheet "fingerprint" because it is the one most commonly used, but here is what I believe is a better alternative: the stock sheet also has a list of the ten or fifteen most active stocks. You will know which, because you will have agreed on exactly which newspaper you are using, although not the exact date. Add up the total volume of shares traded. This generates a large number which undoubtedly will be unique to that one day. It is also a number which is very much harder to seek out by an opponent determined to cheat. Note the four "Z" stocks listed above. One could leaf through a stack of newspapers fairly quickly searching for that "fingerprint", but imagine having to add up scores or hundreds of columns of figures, as would be necessary in the second system. Still possible, but much more difficult.

But even if your opponent despairs at identifying the fingerprint given him before play starts, there is another problem. He is naming stocks for you to use to generate results. The pattern of these results is another way to identify the newspaper you are using. Avoid this by doing the following:

1) Don't specify stocks by name. Instead, say something like this: "Start in the A column with the first stock with sales in hundreds of at least three digits, and proceed from there, with one such stock for each combat." This way, you don't know the name of each stock being used. On the next turn you repeat the instructions for any needed die rolls but make them applicable to the B column. In this way you never duplicate your stock selection.

2) The date of publication of the newspaper will be on the stock sheet. The first digit of that date is zero (first through the ninth of the month), one, two, or three. You could agree to use stocks from top to bottom of the list, each time skipping a number of stocks corresponding to the first digit in the date, as explained above.

As with any random number sheet, when it is no longer needed for combat resolution, you submit a copy of it to your opponent for verification.

c. Whatever method you use of fingerprinting a stock sheet, the "I.D." numbers must be exchanged before the first round of combat. Also, as you go down the sheet resolving combat, you should clearly mark off the stocks used, and perhaps draw a line after each group pertaining to each turn. This will aid your opponent in his eventual verification. Be sure to do this verification at the end of the game; don't just presume the DRs were correctly generated. Needless to say, if your opponent discovers an error in your generating his DRs, you have lost the game.

Suppose that it is a "trivial" error, have you still lost the game because of it? Yes. These AREA rules are intended to be rigid in defining questions such as this, because Avalon Hill cannot get into the business of separating the trivial from the significant errors. You and your opponent are free to do so, but you will not then bring such disputes to Avalon Hill.

d. There has been much discussion of possible pitfalls in using the "do-it-yourself" random number sheet. If the precautions above are taken—and they only require a few minutes per game—the problem is greatly minimized. The advantages of this system are that it is cheap, and very convenient. If you happen to be playing several people simultaneously you don't have to worry about them picking the same CTD requiring you to buy extra copies of the same paper as verification. Regardless of any delay in receiving your opponent's turn, your DR sheet is right there waiting. Furthermore, you only exchange verification just once, at game end. As described below, in some cases verification is necessary every turn when combat occurs.

3. One part of the AREA rating concerns the number of PBM games played. A game played by telephone is not considered PBM, but FTF. However, PBMers may legitimately use the phone to resolve combat. Here are two ways:

a) You call your opponent, and ask him to bring to the phone a back-date stock list. You have no way of knowing which one he selects. He tells you the date, which you note, and you then immediately name the stocks to be used to generate DRs. As all this is done immediately, you could not have time to find your copy of the same stock list, even if you had one. Alternatively, you tell him the date of a stock sheet you have in front of you, and he immediately calls out the stocks.

b) Another method of generating DRs uses the phone book. You call your opponent, and he tells you that he has his phone book open to page 50, for example. Immediately after hearing the page number, you select a telephone number on that page, specifying which column, and location in that column, such as left-hand column, seventh from bottom, or whatever. Now you have a seven-digit number, selected at random. There would be many ways to use this to generate a DR. One is to divide the last four digits by six, with the remainder being the DR (remainder of zero = six). Another is to take the last digit, skipping to the succeeding phone number in the list, if the last digit is not from 1-6.

If you both have the same phone book, verification is no problem. If not, photocopies would have to be exchanged. Don't use the same phone book listing twice. With most phone books, it wouldn't even be necessary to use the same page twice.

4. The combat result systems described above are much less common than using a fresh stock exchange list for each turn. There is more than one way to generate DRs from the list of stocks published in the paper, but the only one considered by Avalon Hill as official is the "divide by six" method. Again, it is worth repeating that it is not the intention of Avalon Hill to dictate to you how you prefer to play. Use whatever system you and your opponent prefer. However, if it is not one of the standard Avalon Hill procedures, as explained in this article, you must arbitrate your own disputes. No other way is feasible.

As already briefly described, this system works as follows, using as an example the Zapata listing of 11 cited above. Eleven divided by six leaves a remainder of five. That remainder is the DR. If Zapata's sales in hundreds that day had been twelve, the remainder would be zero, considered a DR of six.

A number of older Avalon Hill games have alternate Combat Results Tables based on DRs of 0-9, that is, ten digits instead of six. Unless both players specifically agree to use these CRTs, it is understood that the six-digit tables apply.

The following procedures are essential to trouble-free use of this method.

a. Agree in advance *exactly* which edition of which newspaper is to be used. It is not enough to say "your morning paper". Also, keep in mind dif-

ferent time zones: be sure that the newspaper you specify will have stock results printed *after* the person using it has mailed his letter selecting which stocks to use. The reason why you must be so specific about the paper is that the same stock will not always show the same sales in hundreds, in different papers, or even different editions of the same paper. If you just say "Friday's paper", you are giving an unscrupulous opponent the opportunity to pick and choose among several different DRs, not every time, but often enough to matter.

b. When you send your opponent the newspaper clipping verifying the DRs, be sure to include the date and name of the paper, which appears at the top of the page. Try to group your stocks together, to avoid having to stuff an entire sheet of the newspaper in an envelope. Selecting stocks which are usually posted near the date of the paper is also a convenience for the same reasons.

c. Decide whether you are to send your opponent your turn, for him to resolve combat, *at his end*, using *his* paper, or whether you may first mail your turn, a few days later resolving combat *at your end*, then mailing him the results, with a copy of *your* paper. In the latter case, it is a good idea to include a second copy of your turn when you mail the combat resolution results to your opponent. More than once, I've gotten a letter like this: "What an exciting situation! With the first DR a one, and the second a two, you're really in a tough spot!" Since I hadn't gotten the turn yet, I could only chew my fingernails, wondering what sort of horrible predicament I was in!

d. Experienced PBMers know that the acronym CTD stands for Closing Transactions Date, and means that combat will be resolved using the sales figures at the *close* of business for the date specified. The paper will state "closing prices", or a similar phrase. This phrase should be included in the part you clip out to mail.

Some newspapers go to press at an hour when closing prices are unavailable, so they print volume figures corresponding to another hour, perhaps noon, or 3PM. It may be inconvenient to get a paper with closing figures. You can use the transactions at an hour other than the close, *if* it is clearly agreed to in advance. It happens fairly often that a PBMer will use a non-closing stock list, *without* prior agreement with his opponent. This is not allowed, and can lead to unfortunate misunderstandings, particularly if it's a good DR!

e. Sometimes there is an unexpected problem: the market may close early, there are transmission problems, etc. It is understood that in such a case, you will use whatever figures are published. Invariably the paper will note on the stock sheet the reason for the discrepancy: "We apologize to our readers for failure to print the closing prices because of . . .". You must include this part in your verification clipping.

f. A horse of a different color is telling your opponent that you "couldn't find the newspaper". If the paper unexpectedly prints results from a different hour, that was unanticipated, and verifiable. Even if you genuinely couldn't get the paper, you can't prove it. The only solution is to look it up in the library, and use their photocopier. If this kind of commitment bothers you, you should be using a random number sheet and not the daily paper.

There are three ways to facilitate your opponent getting the stocks results:

1) Check in advance how long it usually takes your letter to reach him. You need to know this, anyway, to observe time limits. If four days, allow six between mailing your letter, and the date he must get the paper, to check stocks. That way, he knows a day or two in advance that he must get the paper.

2) It's surprising to me how many wargamers don't get a daily paper, but if your opponent does, ask him to save just the page or pages with the stock

list. Saving entire newspapers can be bulky, but if you just tear out the stock page, only a few inches of space are required.

3) Use the back-issue stock list-cum-random number sheet, as already explained.

g. The essential difference between using stocks to generate DRs, and an honor system, is that you must select the stocks *before* knowing what their sales-in-hundreds will be. Therefore, it is essential that you mail your turn so that the envelope will be postmarked *at least* the day before the date chosen to generate DRs. Again, keep in mind the problems which may arise between players in New York, for example, and Hawaii or Alaska. The key thing is that there should be no way, short of using a crystal ball, in which a player can find out the stock results before the postmark which his letter bears. No way, including a long-distance phone call to a stockbroker in New York.

As postal service gradually deteriorates, the custom of postmarking the hour on a letter has been dropped. In some places, A.M. or P.M. is still shown, but in most places you can only count on the date and not even that with absolute certainty. Be sure that you agree on the acceptable interval between postmark and CTD. Some opponents prefer more than the minimum.

Infrequently (thank goodness!), the postmark is illegible. In such a case, photocopy the front of the unopened letter (not forgetting to check for a postmark on the back), and return it—still unopened—to your opponent. Less uncommon is for the letter bearing the results to arrive *before* the letter bearing the turn, which, in theory, the postal service should have delivered first. In such a case, you will, of course, have checked the postmarks. If they are in the proper sequence (e.g., the turn mailed the agreed interval before the results), then the inverted delivery is not your opponent's fault, and you have no cause for complaint. If the postmarks prove that the proper interval between turn and results has not been observed, return to your opponent for a complete redo of the turn.

There is no reason not to use the weekly summary of stock transactions appearing in the Sunday paper. It's quite convenient, as many Sunday papers are available Saturday, so it gives your opponent most of the weekend to do his turn, if he wishes. When using a Sunday summary, your letter should be postmarked no later than the preceding Thursday. It is left up to you to pick the exact interval, because so much depends on where the two of you are located. The ideal is the shortest interval needed to be sure the DRs can't be known in advance, in order not to delay the game unduly.

Sometimes a stock date is selected for which there are no figures, because it is not a working day. In this instance, it is understood that the same stocks should be used, but for the very next day that the market trades.

Another time-saver is to write on the outside front of your envelope the stock date used. If your opponent notes that the postmark does not precede that date by the agreed interval, he can return the envelope to you unopened, unless you have agreed on some other procedure, such as taking the next available date. For example, if the CTD is Friday, October 14th, the envelope ordinarily should be postmarked no later than Thursday the 13th. The same would apply if Sunday figures were used. If you agree in advance to use the next date in case an invalid date is used (late postmark, holiday, etc.), then the CTD would automatically be Monday the 17th. East of California, that would be in the morning paper, Tuesday the 18th.

Another common error is forgetting to name a CTD. If your opponent saves the newspaper, you can agree in this case to use the next available date after the postmark on the letter in which the turn was mailed. If he does not, it must be returned for a complete redo.

Be prepared to prove to your opponent your reason for using a date other than the one he expected, or to prove that he omitted to choose a date.

h. It makes a difference which stocks you choose to generate DRs. There are several things you should agree on. First, it is understood that the list used is that of the New York Stock Exchange, absent agreement to the contrary.

As before mentioned, it is convenient to choose stocks located close together in the paper. To avoid confusion, use stocks which appear only once. For example, there is only one Playboy, but there are seven different classes of Philadelphia Electric stock traded. Of course, if you do not name stocks, but describe how to find them (start in the "P" column and proceed, using only stocks with at least three digits sales-in-hundreds, for example), you can and will use stocks such as the many classes of Philadelphia Electric.

It has been alleged that certain lightly-traded stocks generate non-random DRs. There are several ways to avoid this:

1) It is understood that if a stock chosen has sales-in-hundreds less than 20 (=2000 shares), it is discarded. As a replacement, agree with your opponent in advance on "emergency" stocks. These also come into play when the stock chosen is garbled, or deleted.

2) In my opinion, *naming* stocks has several signal disadvantages, and no advantages, compared with specifying a place on the sheet to start, and what stocks to use after that starting place. In this way, you automatically avoid lightly-traded and garbled or deleted stocks.

HOW TO HANDLE MISTAKES

1. A number of systems have been used by wargamers to cope with errors committed both in PBM and FTF. Behind these systems are two basic philosophies. At one extreme are those who argue that if you make a mistake, you are stuck with it. War is an unforgiving business. If a commander writes down an order incorrectly, he is responsible for the disaster that may result. Wargames simulate war, so one should be punished for any sort of error.

At the other extreme are those who say that the important thing in wargaming is the quality of one's tactics and strategy, not the precision with which it is recorded. Therefore, mistakes should be corrected, not punished. Of course, most wargamers are in between these extremes.

The AREA PBM code is that if you receive a turn with an error in it, you must return it for correction. Sounds simple, but it requires some elaboration.

2. The AREA definition of a legal turn is this:
a. All units in the OOB of the player whose turn it is are located, and only those units.

b. The location of all units conforms to the rules of the game.

c. All combats, or other events requiring DRs, are correctly listed, correctly calculated, and conform to the rules.

d. Any other information required in the turn in question, for example, declaration of a game option, is listed.

e. The turn is done in the agreed format, as already explained in great detail.

Note that a legal turn is not necessarily a well-done turn. If you send your opponent a turn conforming to the above definition, but containing an error in judgement, he is under no obligation to return it. The reason is that errors in judgement are not always clear. For example, you may mis-note the hex grid of a unit in such a way that the result is a legal move which leaves a gap in your front. Among opponents who are also friends, it is customary to return such a move for correction, even though it is a legal move. Suppose, however, that you failed to attack a weak point, which your opponent had

feared you would. This may be just as silly a mistake, but it is much less obvious that even your best friend should return that turn for a redo. Even the U.S. Supreme Court might have trouble deciding just which legal turns should, on moral grounds, be returned, so Avalon Hill certainly can't! If your opponent doesn't allow you to redo a turn conforming to the above definition, please don't complain to Avalon Hill!

3. If you receive a turn not conforming *exactly* to the definition above, it is an illegal turn, and you are obliged to return it for a *complete* redo, including *complete* new combat results. Changes to all legal parts of the turn are permitted as well: it may be completely or partly redone, as the player prefers. The reason why all new combat results are mandatory is that it would give a player an unfair advantage to be able to redo just part of a turn, while knowing already how the rest came out.

The word *exactly* is stressed because turn mistakes come in all shapes and sizes. Some are great whales, others, tiny minnows. Avalon Hill can't get into the swamp of deciding what is a trivial mistake, and what is significant. In AREA, a mistake is a mistake is a mistake: all are equal.

4. Suppose that you receive an illegal turn, but do not realize that it is illegal, or prefer to deliberately ignore it, perhaps because the illegality is in your favor. You then play on that turn, sending your own turn to your opponent. There are two possible results:

a. If your turn is legal, or has an error that could be corrected independently of your opponent's turn preceding it, then you have lost your chance to insist that your opponent correct his immediately preceding, illegal, turn. By using it as the basis for your own move, you approved it.

b. If your turn is not legal, and you can prove that it can't be corrected without correcting the preceding opponent's turn to which it is a sequel, then your turn, and the preceding opponent's turn must both be corrected.

To put it another way, the maximum number of turns which may have to be redone as the consequence of an illegal move is two, one by each player. Errors going further back than that are no longer grounds for complaint.

Sometimes it is hard enough to notice your own mistakes, let alone your opponent's, which may be overlooked, and not because it helps to do so. Nonetheless, let it be clearly understood that when you receive an AREA turn, you are *morally* obliged to conscientiously check it for mistakes, and to return it for a complete redo if any turn up. The word *morally* is stressed because there is no practical way to prove whether you failed to notice an error deliberately, or inadvertently.

5. If you have to return the same turn *more* than twice for correction, even if not for the same error each time, your error-prone opponent has just lost the game to you. No one wants to serve as a free rules lawyer, and if you have inconvenienced your opponent to that degree you deserve to lose.

6. In the accompanying insert of this issue is a check-list which summarizes the rules which have just been explained. When you start an AREA game, you and your opponent should by mutual agreement fill out this list, and exchange signed copies. A photostat of the signed checklist should be enclosed with any complaint to Avalon Hill.

Best for last department: AREA PBM in general is trouble-free enjoyment. If that weren't so, it would not be as popular as it has become. For the typical player, hassles are the rare exception, not the rule. These rules are elaborate in order to prevent misunderstandings, not in the expectation that they will be frequent.

CONVENTION CALENDAR

The following list of gaming conventions is made strictly on the basis of the presentation of a date to us by the convention publicity chairman. Avalon Hill does not necessarily attend or endorse the gatherings listed below, nor do we mean to suggest that events using Avalon Hill games will be held there, although it is likely that at least casual, open gaming with AH games will be present. Readers are urged to contact the sources listed for further information before making plans to attend.

MAY 16-17-18-19
CAN GAMES '80, Ottawa, ON

Contact: Can Games '80, 201-360 Dundas St., Vanier, Ontario K1L 7W7. *NOTE:* SL, RB, KM, WAS, VITP, WS&IM

MAY 23-24-25
GENGHIS CON II, Denver, CO

Contact: Denver Gamers Association, 2527 Gaylord St., Denver, CO 80205

MAY 25-26-27-28
GRIMCON II, Oakland, CA

Contact: William Voorhees, 1749 Sonoma Ave., Berkeley, CA 94707

JUNE 6-7-8
MICHICON IX GAMEFEST, Detroit, MI

Contact: Metro Detroit Gamers, P.O. Box 787,

Troy, MI 48099

JUNE 20-21-22
STRATACON ONE, Vancouver, B.C.

Contact: Allan J. Wotherspoon, 326 Greensboro Place, Vancouver, B.C. Canada V5X-4M4

NOTE: Miniatures emphasis

JUNE 27-28-29
ORIGINS VI, Widener, PA

Contact: ORIGINS '80, P.O. Box 139, Middletown, N.J. 07748

JULY 4-5-6
NANCON 88-III, Houston, TX

Contact: Nan's Toys, 1385 Galleria Mall, 5015 Westheimer, Houston, TX 77056

NOTE: AK, KM tournaments

JULY 4-5-6
EMPIRICON II/Conspiracy, New York, NY

Contact: POB 682, Church Street Station, New York, NY 10008 *NOTE:* SF emphasis & DIP

JULY 11-12-13
MINNESOTA CAMPAIGN IV, Minneapolis, MN

Contact: Jeff Berry, 343 E. 19th St., Minneapolis, MN 55409 (612) 871-6144 *NOTE:* RAIL BARON

JULY 11-12-13
GLASC V, Los Angeles, CA

Contact: L. Daniel, 7048 Keokuk Ave., Canoga Park, CA 91306

AUGUST 1-2-3
CWA CON '80,

Contact: Tony Adams, 3605 Bobolink, Rolling Meadows, IL 60038. *NOTE:* SL, COI/COD, NAP, WS&IM, PL, W&P, 3R, TRC, WAS, Classics tournaments.

AUGUST 2-3
BANGOR AREA CON, Orono, ME

Contact: Ed Stevens, 13 South St., ME 04841

AUGUST 21-22-23-24
GEN CON XIII, Parkside, WI

Contact: Gen Con, P.O. Box 756, Lake Geneva, WI 53147. *NOTE:* DUNE, fantasy emphasis

AUG 30-31, SEPT 1
PACIFICON, San Mateo, CA

Contact: David G. Hinkley, PACIFICON, P.O. Box 5833, San Jose, CA 95150.

NOTE: SL, KM, & DIP tournaments.



ANZIO DIADEM FOUR-PLAYER VARIANT



Allied Army commanders:

- a. 5th Army—Antonio Barrera
- b. 8th Army—Rafael Diez

German Army commanders:

- a. 14th Army—Juan Carlos Duerr
- b. 10th Army—Hans Duerr

Neutral Commentator: Tom Oleson



All five participants are residents of Madrid, Spain. Because DIADEM is a new ANZIO variant, quite a few games were played prior to the Series Replay, to acquaint the opposing players with the rules. All four have been wargaming for years, and own many games. Their level of play shows that the English-speaking world has no monopoly on wargaming ability. Barrera and Diez are engaged in designing what will be, so far as is known, the first wargame done in Spain.

1. German Setup Comments

14th ARMY

The one unit which I may place directly on the front line, 1026, I have placed at E46. The Allies must attack this point. By reinforcing it to 10DF (defense factors), I force them to use 20AF (attack factors) to get 2-1, equal to 5-1 with the air strike. This ties up their strongest units. My other three reserve units are used for coastal defense. D44 is an obvious location to prevent an invasion. B14 completely seals off Genova, making an invasion there impossible in the Basic Game (in the Advanced Game I would have to worry about a paratroop and/or commandos). D41 discourages an invasion in the Civitavecchia area.

10th ARMY

Something which disturbs me a bit about DIADEM is that the German setup obeys history, but the Allied doesn't. The initial German dispositions are far from ideal, while the Allies are allowed to attack strongly against my left flank (Adriatic sector), which historically they did not do. I also question whether at the time of D-Day, they could invade on both coasts.

I must put the 76th Infantry on the front at Chieti. Otherwise, the weakened division there invites an Automatic Victory, which would enable the Allies to cave-in my entire flank. I have allocated my other three reserve units to flank protection. Doebla reinforces the Rimini defense, otherwise quite weak. Garrisoning V38 with 4/1 and 3-4 is another disposition I didn't have to think twice about. I have to defend against a Pescara invasion, to prevent Chieti from being surrounded. I had to use 6DF (3 x 2), to prevent a 1-1 = 4-1 attack. I put my units at V38, rather than U39, because the former is the hex I would prefer to yield to the Allies if their attack succeeds, presuming they do decide to invade here.

2. Neutral Comment on German Setup

The German setup is not bad, but I believe it could have been better.

14th ARMY

The Allies can only invade on each coast with four stacking points, a maximum of six AF on this coast. Against such a small force, I believe that the 356th Infantry, by itself, is an adequate garrison for Genova. The Allies could get 2-1 = 5-1 here. They have 5/6th chance of losing one step, finishing their turn with 5DF right on the beach. 14th Army has ample reinforcements for a counterattack, certain to destroy the Allied port. True, this would delay sending those reinforcements south, but the invasion threat would be ended. I believe the Germans should encourage an initial Allied invasion here, not prevent it.

Reinforcing E46 isn't a bad idea, but it could be carried a step further by using Frascati, with 2DF, raising the total there to 11DF. The Allies can attack this with 22AF, but it makes it even harder.

Defending the hill behind Civitavecchia is advisable, but I believe 2DF (1 x 2) is adequate. The Allies can get good odds on 2DF, but they have a 5/6th chance of losing two steps in the attack. As in Genova, this leaves them defenseless against a counterattack. I believe the only really vulnerable invasion point on the 14th Army flank the first turn is just north of the Tiber River, and they have sealed that off. Apart from that, I believe it benefits the Germans to get the Allied invasion over and done with.

If this were a two-player game, I would put 7 + 9 at D44, for the reason explained above, and place the Panther tanks where they could counterattack on the first turn, to hold the line of the lower Pescara River. This isn't possible in the four-player game, as each army's reserves must setup in their sector. Even so, 14th Army could have stationed the Panthers on one of the main roads east of Roma, where its counterattack potential is highest.

10th ARMY

Even in a campaign as thoroughly documented as was the Italian campaign, presumably authoritative accounts differ, and sometimes on important points. Therefore, I hate to be dogmatic about any historical fact, but my research indicates that even at this time in the war, the Allies were prepared to lift one division, or its equivalent, on each coast. The Germans *feared* they could do much more.

I playtested DIADEM using an historical Allied setup, but unless Allied movement would also be restricted, the Allied player could rearrange his attacks to achieve the same result as with a less restrictive setup. Of course, I could have devised rules forcing the Allies to attack where they historically did, but I decided not to, as it would make the game less interesting. It is true that the Allies in the DIADEM game invariably do more on the Adriatic flank than they did historically, but I would argue, not more than they were capable of doing. It is also true that the German OOB includes units, such as the 76th Infantry which are in the ANZIO OOB, but were not historically present during DIADEM.

In the four-player game, the Allies can't attack as strongly on their right flank as they could in the two-player game.

The only change I would make in this army's setup would be to bring the Doebla brigade south, so that it could assist in holding the line of the lower Pescara. Losing that river line opens up a large area of open terrain along the Adriatic. Nonetheless, because of the wider beachhead, and better defensive positions for an Allied invasion, I am less certain about a weak Rimini defense, than about Genova.

3. Allied May II Comments

We have three goals the first turn:

- a. Link-up our two separated forces by making it too risky for the Germans to hold on to the Terracina area.
- b. Lengthen their line by forcing them out of the strong defensive positions they now hold.

c. Weaken them, by causing maximum casualties, and by forcing them to tie up a significant part of their OOB guarding against an invasion.

At the end of the turn, we felt that we had accomplished our objectives.

5th ARMY

I considered an invasion near Livorno, to prevent or delay the arrival of the Herman Goering division to the front. I decided not to, because I need all my strength on the main front this turn, and the German defense there is too powerful. By using two US divisions attacking along the coast north of Anzio, I can pose an invasion threat for the next turn, without subtracting a single AF from the main front. One of those divisions could invade the next turn.

I didn't attack the 715th division, because I'm interested in going north, not south!

My attacks from Cassino to the west coast were designed to trap and destroy the strong 71st Infantry, and to leave a strong force next to the hill above Cassino. The Germans will either have to withdraw, or counterattack, which should be inconvenient for them.

8th ARMY

My big decisions were whether to attack Cassino directly, and whether to invade. A 1-2 at Cassino (= 3-1) would tie up 20AF, $\frac{1}{3}$ of my strength. This attack has $\frac{1}{2}$ chance of not causing a retreat, and leaves me with too little for the rest of the front. Moreover, 5th Army has a good chance to advance next to the Cassino hill, so I decided to avoid this formidable position.

Against a fairly strong German defense at Rimini, I decided just to pose an invasion threat. This forces them to leave units there, and perhaps later, when their front is extended, I will have a better chance.

4. Neutral Comment on Allied First Turn

The division of forces in the four-player game changes the options available to each side. Coordination is more difficult.

For the Germans, it prevents them from putting 2DF at K52. This is in the 10th Army sector, and the only unit they can put right on the front must go at Chieti. Garrisoning K52 is by no means mandatory for the Germans, but without it, the Allied 5th Army has an easier initial attack.

The 8th Army's decision to avoid Cassino is a viable option, but there are two arguments against it:

- a. By not attacking from N49, the 5th Mountain Division is left a retreat route. Otherwise, it could only retreat one hex due north, due to High Apennine terrain. It would probably be destroyed by an Allied advance to 047. In the Advanced Game, or Basic Game with supplementary rules, the 5th Mountain unit could retreat two hexes through High Apennine.
- b. Strong initial attacks on K51 and M49, with a 1-4 on L50, leave L50 for a second combat, which can result in an advance which cuts off the escape of the divisions around Terracina.

There is also something to be said for invading on the air strike turn.



ALLIED MAY II TURN—

The Allies begin the game by using their air strike, but do not invade. Except for one 3-1 against the Frascati hill, their attacks are all at 4-1 and 5-1 odds. The only positions they avoid are the 715th Division south of the beachhead, and the very strong Cassino defense.

The 5th Army opens the offensive with a 5-1 vs. E46 which extracts only a step from the 1 Para forcing the German stack back to F44 at the cost of a step from Fr2 Mor. The Allies fare better in their 3-1 vs. Frascati — forcing the Germans back to H44 minus a step from both 3PG and 26 Panzer. The 4-1 vs. H47 forces the Germans off the hill to 145 minus the Lehr 309 Regt', but the Br. 9 and 21 Brigade are inverted. On the main front Formia falls to a 4-1 as the German 94th Division is dropped to inverted counter status and retreated to J50. The French engage in overkill as they eliminate the ersatz units behind the river at L50 but are prevented from more than advancing into the hex by the Cassino ZOC. Nevertheless, this advance coupled with the taking of Formia surrounds the 71st Infantry and 3rd ersatz at K51 which are eliminated in a 4-1. The US/Cdn and Fr 3M each take a step loss in the attack and are retreated as inverted counters. All six of the 5th Army's attacks have occupied the defender's vacated positions.

Over on the 8th Army front, the die rolls are decidedly poorer. A 4-1 vs. 5 Mt. allows it to retreat to N47 as an inverted counter (hereafter ic) at a cost of 2 steps reducing the British 2P and 1Gd to ic status. A 5-1 vs. 114 eliminates it outright at a cost of two steps (ic-Pol2, Br. 25 Brigades). The 4-1 vs. 334 drops it two steps to a 1-2-8 retreating to R44. The Cdn 1 and Br. 24Gd Brigades become ic in the process. Finally, the 5-1 on Chieti causes a 3 step loss—as the 76 and 305th Divisions retreat to S42 and T40 respectively with their last combat steps. All attacks result in advances and one results in the elimination of the remnants of the 334th Division in a 4-1 second combat by the South Africans and Indian 8th which both suffer a step loss in the attacks. The same High Apennines which had prevented the 334th from retreating out of reach now causes only the weakened 8th Division to advance into R44.

For all its devastation, the Allied move was not very lucky—rolling an average die roll of 4.09 on 11 attacks compared to the norm of 3.5. The Germans appear decimated but the Allied airstrike is over. From here on progress will be more costly. Not shown is the German garrison north of the illustration at Livorno, Genova, and Verona.

The Allied turn was well-done, and it accomplished its objectives, but there are other possibilities.

Tactically, the Allies took their losses and advances well. It is convenient to take losses in brigades and regiments, for several reasons:

a. While building back up with replacements, they can pose an invasion threat at no loss to Allied strength.

b. They leave the elite Allied units intact. I consider an elite unit one in which the attack factor exceeds the stacking factor, such as the Canadian Infantry Division, and the US 1st Armored, among others. With these units, the Allies can achieve higher odds, and they should not be used for casualties, where possible.

- c. They reduce Allied combat factors as little as possible.

An example of an astute Allied advance is that of the Indian 8th division to R44. The South African division could also have advanced. It was important to take this hex, but with only the weaker of the two available units, because a unit in R44 is "stuck", by the High Apennine terrain.

It was also clever of the Allies to kill two birds with one stone by leaving a US division along the coast, from which it could invade. *ANZIO* has been criticized for permitting invasions from beachhead port hexes, the rule which 5th Army was profiting from. I don't agree with this criticism. Suppose that the Allies wanted to invade through the port of Anzio. A division stationed one hex inland, adjacent to Anzio, is not permitted to invade. Realistically, it could. Permitting an invasion to be launched from a beachhead hex compensates for the restriction on invading with units near the port, but inland.

I believe the Germans were correct in destroying the Lehr regiment, in order to keep their combat strength as high as possible, but I disagree on taking a step from the 3rd Panzer Grenadier. The Germans have more elite units with three stacking points (SP) than they do with two. Stacking limit per hex is eight points, hence a pair of 3SP divisions + one 2SP division. I would have preferred to reduce 26th Panzer two steps, and leave the handy little 3PG untouched.

5. German Comment on the May II Allied Turn

14th ARMY

With the Allies rolling a six against E46, and a two against Frascati, it's a pity 1026 wasn't at Frascati. The Allies still could have gotten 3-1 there, but 1026 would've been useful for casualties.

It's hard for the Germans to build up inverted counters in DIADEM, so I try not to create them. For that reason, I stepped down 4 Para, and eliminated Lehr 309.

In general, I was satisfied with the results of the Allied attack, except for the 3-1 against Frascati. I had a 2/3 chance there of not losing more than one step, and I hated to weaken my elite units. I may need them later for counterattacks.

On my half of the May 11 turn, I set up a beach defense in the areas I consider more crucial. I'm not too afraid of an invasion. The invadable coast is so long here, that I can't stop it, anyway! If he invades, it will release the units tied up along my flank, and would also weaken the main thrust against Roma. This should be 5th Army's main objective.

10th ARMY

I agree with the Allied players that the first turn is when they should take their air strike. All their units are at top strength, and the German setup is fixed, so there's nothing we can do about it. I do think they should have used the invasion together with the air strike. Later, it won't be so easy. Their prime target in my sector was Rimini, with five AF. I couldn't have prevented this, but at least I could seal off the beachhead. I consider myself lucky they didn't invade at Rimini. A 1-1 (-4-1) against the

278th Infantry had an 83% chance to give them four beach hexes, at the cost of one step. Now that the air strike is past, my Rimini defense should be adequate to repel a 1-1 invasion attack.

I'm not so happy about my main front, which as expected, has a big gap. Fortunately, the Liri bridge on my right flank is still usable. That simplified considerably my retreat and reorganization. Even so, I'm dissatisfied with my defensive line. I couldn't keep the main Allied front apart from the Anzio beachhead. Too many factors would've been needed, weakening my left flank worse than it is already.

As my May II turn stands, they can get 3-1 against M48, and 2-1 against U39 and S41. This means the lower Pescara River will probably be crossed by 8th Army. Nonetheless, I would rather have my left flank stretched than lose the central mountains. I consider the central mountain and High Apennine terrain a natural redoubt from which I can frustrate his victory conditions.

6. Neutral Comment on German First Turn

An interesting, daring, and sometimes effective German strategy is to try to keep separate the Allied beachhead and main front for a turn or two, but I agree that in this case, it would have been dangerously risky. The general outline of the German front is correct.

14th ARMY

As I mentioned in commenting on their setup, Frascati should have been put on the front, and 1026 used as a reserve, thereby gaining one DF. This shows up again this turn. The Germans have three DF sealing off the Genova zone. Only two are needed.

The Allied 5th Army has just one division able to invade. In DIADEM, an invasion should be made with four regiments or brigades, or one of the strong British divisions, and a small unit. Just one division poses a threat, but it can't form a defensive perimeter against the inevitable German counterattack. Therefore, I believe the western flank defense is unnecessarily strong. However, I have noticed in DIADEM that the Germans worry more about the modest Allied invasion potential than I would.

The main front of 14th Army is just four hexes: D44—F44—H44—I45. The 5th Army maximum attack potential is:

$$AF\ 11 + 10 = 21 + 10 = 31$$

hexes 1 2 3

In order as above, the Germans have the following DF (maximum possible Allied attack): 14 (1-2), 13 (1-1), 12 (1-1), 12 (2-1). Since D44 and I45 are doubled positions, a net of 38DF is deployed along the main front.

A better deployment would be as follows:

D44- 6DF ($\times 2 = 12$) (1-2) E44-11DF (1-1)
G44-11DF (1-1) I45- 8DF ($\times 2 = 16$) (1-1)

This yields no terrain, has three doubled positions instead of two, and doesn't permit a 2-1 attack, while using 36DF instead of 38.

10th ARMY

Since more reinforcements arrive next turn, I would defend Rimini with just one unit.

Hans mentioned to me after his turn that he was mistaken to build up the 5th Mountain Division where he did, because it "defends" a hex the Allies can't attack. K48 might have been a better hex, but Q42 is a well located hex from which to reinforce any part of the awkward 10th Army front. This division is worth building up from an inverted counter, as its weakest step has three DF.

I believe that this German front suffers even worse from a maldistribution of DF than does the 14th Army front. The two defensive positions on the lower Pescara River, a vital defensive line, can be attacked at 2-1 without any problem. They could have been reinforced to make a 1-1 the best possible, particularly since the Germans still hold the key bridge at Q43. P44 can only be attacked from one

hex, and is proof against anything better than a 1-2. I would have weakened this to permit a 1-1 or even a 2-1. The Allies are not strong enough to attack every defensive hex. It is a safe bet that they will attack along the Pescara River, so other less crucial areas can safely be weaker. Another overly strong position is K48, with 18DF (9 $\times 2$). Just north of this part of the front, there is no natural line of defense, so K48 can't be held long. For that reason, the Allies would be foolish even to attack it. Why attack positions from which the enemy is nearly certain to withdraw, anyway? And why defend those positions strongly?

The German front is well-drawn, and there are certainly no blunders, but it isn't the strongest possible alignment.

7. Allied May III Comment

Our goals for this turn:

A. Cross the lower Pescara River. This would lengthen their front greatly, and threaten Ascoli, capture of which would satisfy one of our victory conditions. If we get at least a four on even one of our two attacks, we will be across, because their counterattack potential is negligible.

B. Keep a significant part of their force tied up guarding against an invasion, without weakening our own OOB, by using units taking replacements.

C. Lengthen the 10th Army front. The two German armies are nearly equal in strength, but the

10th Army front is twice as long, and suffers from poor communications. This was the reason we attacked at 1-2 near Tivoli. A 1-2 has a $\frac{1}{2}$ chance to succeed, and if even one of those attacks succeeded, we would push the 10th Army back against the mountains east of Frosinone. As it turned out, they both worked.

8. Neutral comment on Allied May III turn

The Allies should have a basic strategy, but often their attacks are largely shaped by what the Germans offer them. This turn, there were twelve front-line hexes. The Allies attacked seven, probably the maximum possible.

Of those seven, the two along the lower Pescara River were obvious.

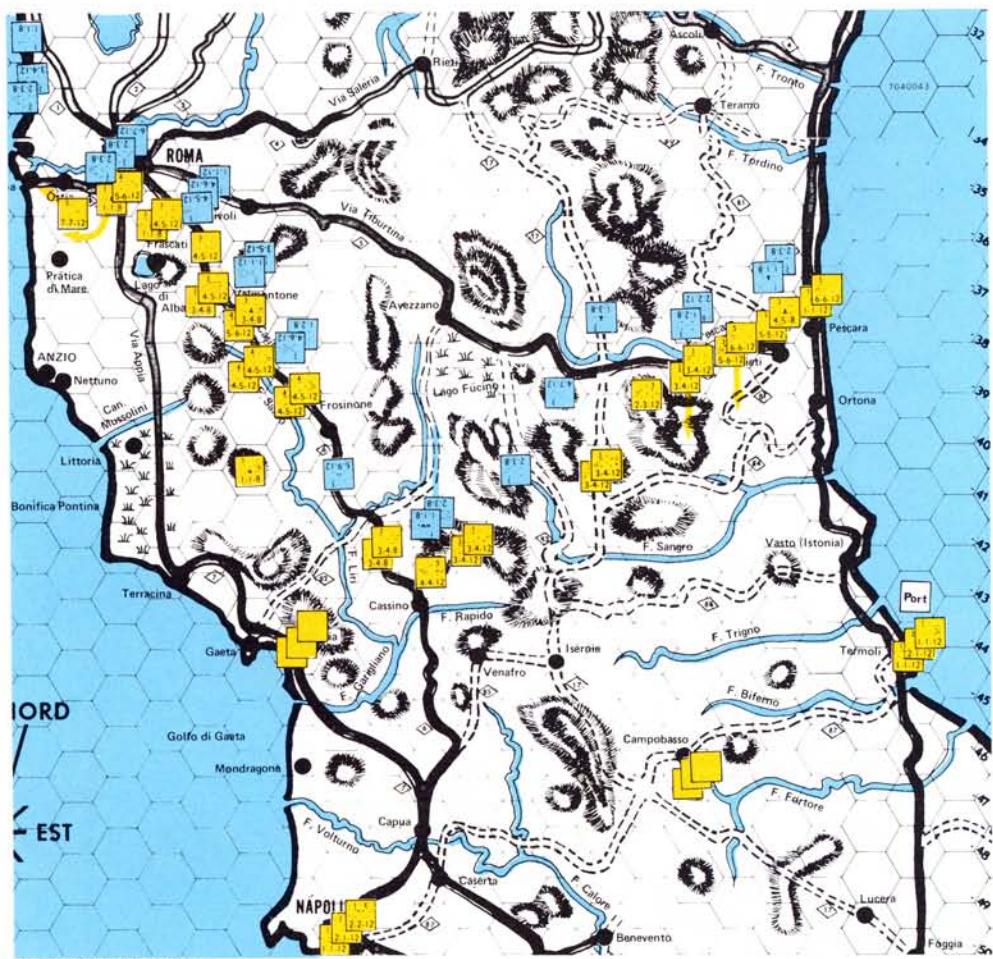
The 2-1 against M48 was also logical, and probably could have, and should have, been a 3-1. This attack forms the southern half of a pincers designed to isolate the single strongest German division: 1 Para.

The northern half of the pincers is another rarity, a 3-1 basic odds attack, against J46.

The 3-1 had to be accompanied by a soakoff against I45. This could've been a 1-4 instead of a 1-2, but at the lower odds, a six might've resulted in destroyed units.

An attack against Roma was also advisable.

Perhaps the only attack which didn't virtually arrange itself was the other 1-2 against H44.



The Allied invasion threat is weaker than it could be, probably because the Allied players felt that the Germans were determined to put up a strong defense, even against a weak threat.

The German 14th Army losses could have been taken in a more efficient manner:

A. 29 PG is another elite division with only 2SP. I would've preferred to leave this unit intact for its counterattack potential, and take another step from 26 PZ.

B. Taking a step from 4 Para results in the loss of three combat factors. Inverting 1028, only two. 1028 could then be built up while garrisoning the coast, or be taken as a loss in a defensive stack.

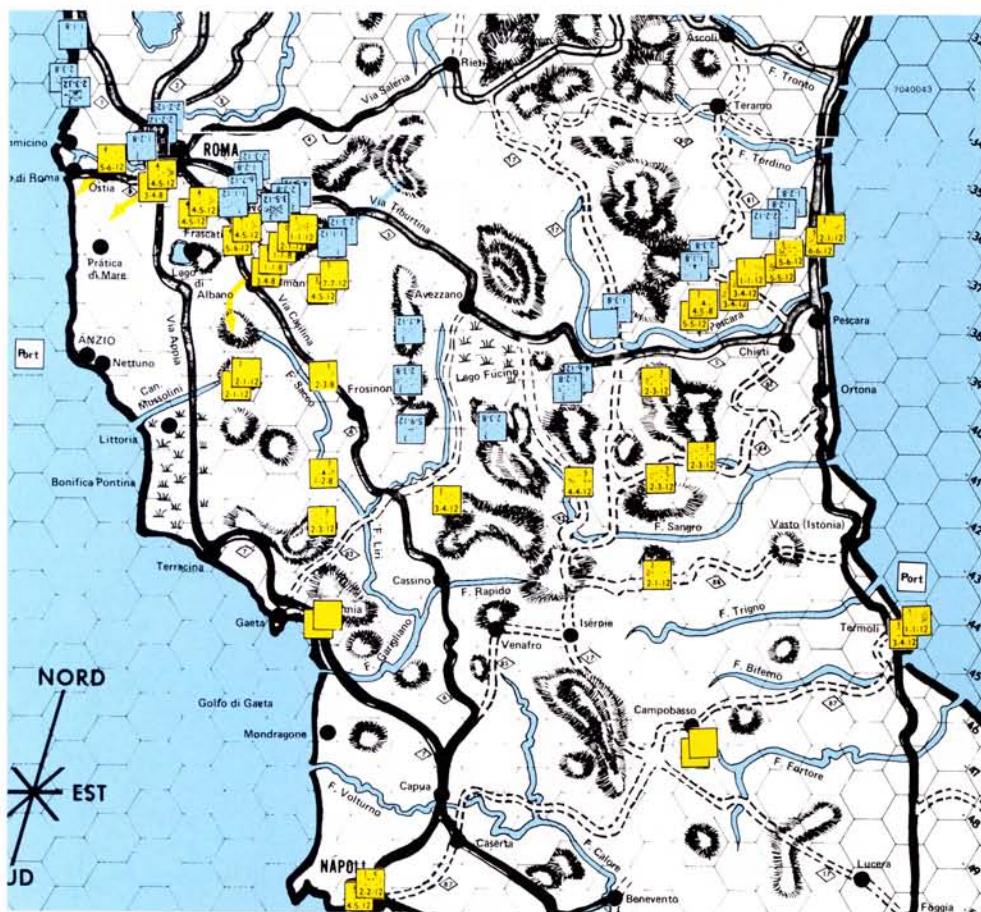
9. German May III Comments

14th ARMY

To counterattack, I had to weaken my defenses. The Allies can get 2-1 at J44, 1-1 at Fiumicino. I felt that the chance of eliminating the elite British 5th Division entirely, or for two turns while rebuilding, was worth the risk. This division is particularly useful invading. Another advantage of my counterattack is that it strengthens my line in the Tivoli area. By advancing through the plain terrain here, the Allies can reach the Tiber River along a wide front.

10th ARMY

The 8th Army paid dearly to cross the Pescara River: loss of six steps, to my two.



ALLIED MAY IV TURN—

During their May III turn, the Germans counterattack at 4-1 near Tivoli, to straighten their line, and to try to destroy the British 5th division. They reduce it to an inverted counter and lose a step from the 715th in the process. The 362nd also loses a step in its 1-4 soakoff but retreats back into Rome. During the Allied May IV turn, 5th Army presses its attack towards Rome, while 8th Army ignores the strong German central defense, in favor of an attack along the Adriatic coast.

The first of the 5th Army attacks pushes the Germans off the J44 hill with the French 1st Division advancing. The German 1027 Reg't becomes an ic and retreats to L42. The French 4 Mt Reg't is eliminated by a 2 step loss. Nearby the 1-2 vs. Tivoli is repulsed with the Br. 7 and 18th Brigades becoming ic and retreating to H47. Down the line the 1-1 on H44 barely misses trapping the three Divisions in Tivoli; as both sides hold their ground minus a step from 1028 and the US 34th Div. Rome still holds against a 1-1 as the French 3 Alg. Div takes a step loss and the Allies retreat to Lido & E46. The SS Div. suffers a step loss to the attackers.

Over on the 8th Army front the 3-1 vs. the German in the open at U38 yields only a one step loss standoff; the 278th Div. & Br. 25th Bde becoming ics in the process. Surprisingly, the 2-1 vs. the hill at S40 is far more successful, gaining the hill and destroying the 3 & 4 Mt. Reg't at no cost. The Allies rebuild six units; three in each front. Overall, the cumulative Allied dice have been only slightly unlucky—averaging a 3.65 for 26 rolls.

On my right flank, the successful attack against M48 is very unfortunate for my strongest division, 1 Para. It can only retreat to L47, where it could be surrounded at 1-1 odds. I also have to use strong force to protect its supply line.

I continue to leave my left flank relatively weak. The purpose of this calculated risk is to divert his forces from the central mountains. He must clear this area to win. It isn't easy, and time is too short to do it by outflanking, as opposed to direct assault.

10. Neutral Comment on the German May III Turn

14th ARMY

Historically, the Germans counterattacked memorably at this stage of the war. They also can and should in the DIADEM game, so I agree with Juan Carlos' decision. There is a risk, however, in leaving his units adjacent. By advancing, the Allies could surround a stack, but because of the German defensive strength, the chance is small.

Now that the ISSF is back in action, Allied attack potential is one AF greater from two hexes (assuming they don't "pull a fast one" by switching more elite units by sea from the 8th Army sector): 1 hex—11AF 2 hexes—22AF 3 hexes—31AF

The German disposition at Fiumicino is just right to prevent a 1-1 ($6 \times 2 = 12$ DF), although they didn't realize it. F44 and J44 are also just right. Use of reinforcements to garrison the coast, as they ap-

proach the front, is also a smart tactic. The voluntary 1-4 soakoff is designed to insure a retreat and be sure no weak spot is left on the front.

My only criticism of the 14th Army turn is taking a step loss from the 715th Division instead of the 65th Infantry or 1028. Rarely is it a good idea to stepdown divisions whose AF exceeds their SP, when less powerful units are available.

10th ARMY

In retrospect, the partial isolation of 1 Para was one of the most important events in the game. Hans might have left a weak infantry division to its fate, but not 1 Para. He was already disposed to defend the central mountain area, so once 1 Para became entangled, with other units necessary to protect its escape, this tendency was reinforced. Along route 82 south of Avezzano, 10th Army has four divisions with 22 DF. From Route 17 to the Adriatic, they only have 16 DF. I believe that Hans' strategy could have been implemented with less strength. For example, putting the 44th division at L46 doesn't protect 1 Para at L47, it imperils it. With no unit at L46, there would be no way for the Allies to occupy that hex. Since the 44th Inf has only one step up from inverted counter status, a 1-2 attack would have a 33% chance of occupying L46, probably destroying the infantry division (depending on how the attack was mounted), and isolating 1 Para. On the other side of 1 Para, 76th Infantry is another division which only has one step above inverted counter status, and can't withdraw.

Just as the Allied commanders, from what they know of their opponents, were confident that they would strongly garrison the coast even against a weak threat, the German commanders rightly suspected that the Allies would prefer to avoid frontal attacks, in favor of flanking movements.

11. Allied May IV Comments

Particularly up to the fourth turn of DIADEM, two things we feel the Allies can't afford to pass up are 3-1 odds, and undoubled defenders. Once opportunities such as these are taken care of, it becomes a question of the best place to allocate what's left over. During the last turns, the Allies may have to pass up desirable odds, in order to concentrate on their victory conditions.

8th ARMY

I couldn't pass up the 3-1 on the east coast. Had they distributed their strength more efficiently, only a 2-1 would've been possible. This attack fits in with our indirect approach of capturing Avezzano, and clearing the coast-to-coast road. The 2-1 against S40 complemented the 3-1 attack, and was designed to prevent the Germans from retreating to the virtually invulnerable R40 position. These two attacks used up my offensive capability.

We don't plan to invade until the fourth or fifth turn. Hopefully, they will be stretched to the limit then.

5th ARMY

I have two priorities on my front: push on Roma, and outflank Avezzano, by pushing northeast.

The Germans left us three undoubled positions (F44, H44, and Tivoli), to attack in the direction of Roma, and a relatively good odds attack (2-1) heading northeast of Avezzano, so we took what they offered us. The results didn't permit us to accomplish either one of two spectacular results, which might've won the game right there:

a. Had we taken H44 as well as the J44 position we did take, we would've trapped three divisions at Tivoli.

b. Had he retreated due north from J44, we could have taken a voluntary 1-4 second combat J44 vs. Tivoli, retreating to L43.

I am really disappointed not to have taken Roma. The Allies took it just before D-Day, and we will be lucky to do as well.

12. Neutral Comment on the Allied May IV Turn

Not having taken their invasion the Air Strike turn, I believe the Allies are doing the right thing to hold off. They are draining German strength away from the front, and presumably as the Germans fall back, they will eventually have to weaken their flanks.

Their plan is a good one, but not the only one. An alternative would have been to attack the three German divisions in a line along row L, especially the 44th, and perhaps 76th Infantry. They had a chance to destroy two infantry divisions, and trap 1 Para, which would've crippled 10th Army badly.

They are following the strategy of the indirect approach, and the tactic of attacking the weaker points. I favor this approach myself, but this game is so short, that soon they may have to make direct attacks against strong defenses.

This time German losses were taken wisely. They also did well to retreat the 278th inverted counter away from the front, permitting it to use strategic movement the next turn.

13. German May IV Comment

14th ARMY

My earlier counterattack had the results I hoped for, but the Allies were then able to successfully attack the weak position I had to leave: J44. On the other hand, I still hold Roma.

I am being threatened with an invasion, so I will rebuild 4 Para, for a possible invasion counterattack. I expect to be able to contain an invasion without difficulty.

Stacking problems prevent me from using my inverted counters to absorb potential losses if they attack F44 and I45, where it would be useful to do so, so I will lend one inverted counter to 10th Army. They have no stacking problems.

F44 probably can't hold out much longer, but I have to defend it as strongly as possible. With 16DF against three attack hexes, they would have to send 8th Army units by sea to the 5th Army front, to get a 2-1. With the British 5th division which I just put out of action, a 2-1 would've just been possible.

10th ARMY

The Allied 8th Army is stretching my left flank, but I think I can hold Ascoli at least two more turns. I am short of units for such a long front. To make my situation worse, there is an invasion threat. Therefore, I am pulling back a bit from the central mountains, to make 1 Para available for redeployment next turn. On my right, their best odds are 1-1. On my left, 2-1, and against Rimini, 1-1.

If the 5th Army concentrates against Roma, because of the way the 8th Army is concentrated on my Adriatic flank, I would weaken my defense just west of Avezzano, to strengthen the rest of my line. This could be crucial for final victory. It depends on the extent to which 5th Army is willing to attack into the 8th Army sector.

14. Neutral Comment on German May IV Turn

As Hans points out, there could be some conflict between the two Allied players as to the best strategy. The same is true to an even greater extent for the Germans. That's part of the purpose of the four-player game. Analyzed from the viewpoint of a two-player game, the Germans from the start have been too strong on their right, and too weak, and mal-distributed, on their left. This isn't really their fault, as it is understandable that each commander wants to retain his forces.

14th ARMY

The Allied invasion force at Napoli is 6AF. The German defense is 18DF! Also, there is no need for 2 DF at D43, one is enough.

The four hexes along their main front have their DF well calculated.

10th ARMY

Extricating 1 Para is a good idea, but I believe that the rest of this front leaves a lot to be desired.

Instead of two divisions at O45, better one each at N46 and P44. Withdrawing to O45 permits the Allies to advance unopposed to N47 and Q44. Yielding the latter hex jeopardizes control of the important bridge at Q43, capture of which would ease the Allied communication problem.

Part of the 10th Army problem in calculating DF at each position is a shortage of units. 14th Army has defensive stacks of as many as five units of varying strengths, permitting just the most efficient arrangement. 10th Army usually has just one or two units per stack. Even so, I still believe their Adriatic flank is too weak.

15. Allied June I Comments

Our front is symmetrical in shape. In the middle, a defensive position. On each side of that, each army has a pincers movement designed to close north of Avezzano, trapping the German defenders of route five. We have to clear this road, and one can certainly see why, as it completely separates the two Allied armies. Continuing outward from the center, each army has a thrust northward up each seaward flank, backed up with an invasion threat. Our attacks this turn was designed to further the plan explained above. Tactically, we took the odds the German defense gave us. The results were mixed, and our losses, heavy. The pincers on Avezzano is closing, but not fast enough. Next time we

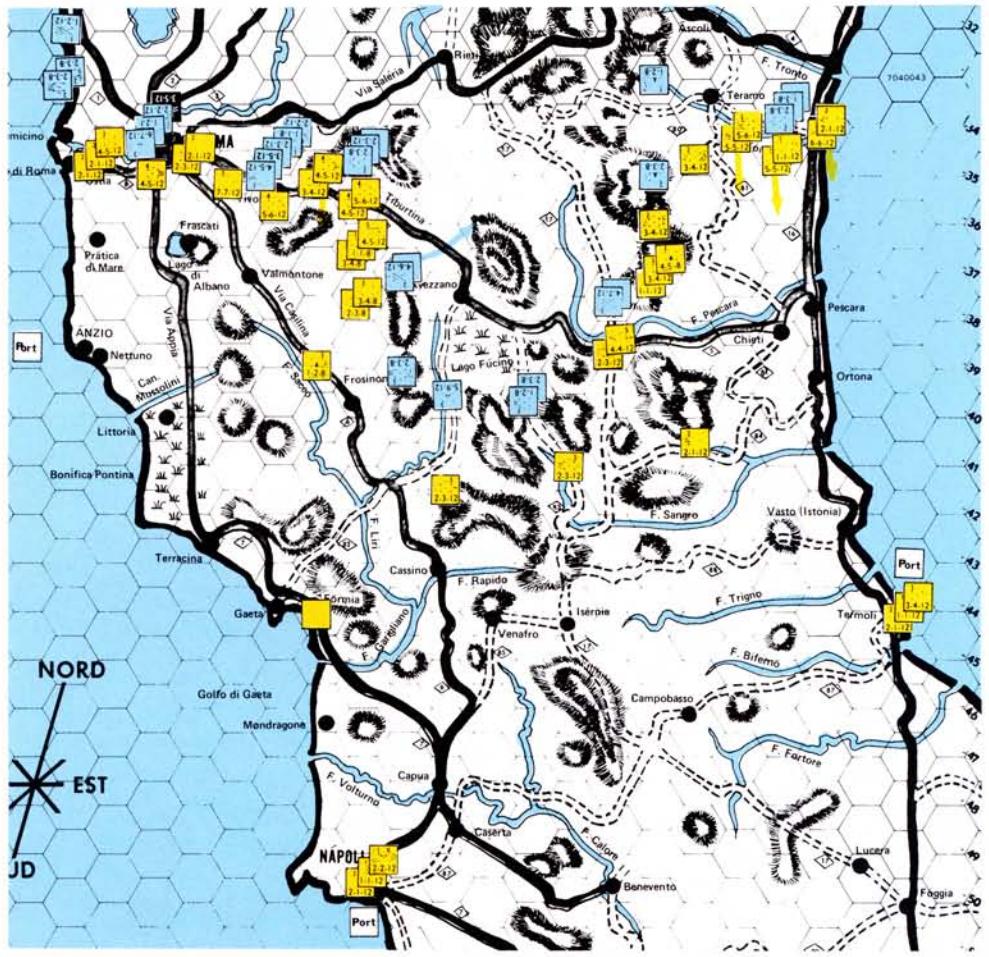
may have to decide on a risky frontal attack, presuming they don't withdraw from this nearly cut-off salient. Either that, or continue closing the pincers in the direction of Rieti, leaving the frontal attack for the last turn.

The repulse along the Tordino River was a bad set-back. It makes the capture of Ascoli by turn six difficult. In compensation, it looks as though Roma finally will fall. The Germans will also have to counterattack to hold the Tiber. This probably means a weakening of their extravagant coastal defense. Good, because we have to invade next time.

16. Neutral Comment on Allied June I Turn

I believe the basic Allied plan is sound. DIADEM is so short that there is no time for a change in direction. Had the Allies switched one turn to a direct frontal attack on the developing Avezzano pocket, and had it failed, the lost momentum in their northward drives could have been fatal.

German losses were efficiently taken this time. The Allied 5th Army had to reduce some divisions, because they did not spread out their brigades and regiments enough. The 8th Army destroyed two units. Some day I would like to play a 79-turn ANZIO game without losing a single unit. Of course,



ALLIED JUNE I TURN

Off the map to the north, the Germans continue defending the beaches strongly. The Allied 5th Army continues to attack towards Rome, but puts heavier weight towards the northeast, trying to cut off the German 10th Army units around Avezzano. Cooperating in this plan, 8th Army takes the important road junction of routes 5 and 17, while continuing to push North along the coast.

The 5th Army throws itself on the undoubtless defenses of Rome and finally manages to hold its ground in a 1-1 costing a step from the 88th Div. The 1-1 down the line to the east is repulsed at a cost of two steps from the 85th Div. Another 1-1, this one against the hills at K42 holds its ground at the cost of two steps from the 36th Division. But the best success comes against the hills west of Avezzano as the Germans are driven from the heights with 1027 ic eliminated plus a step loss from 90 PG.

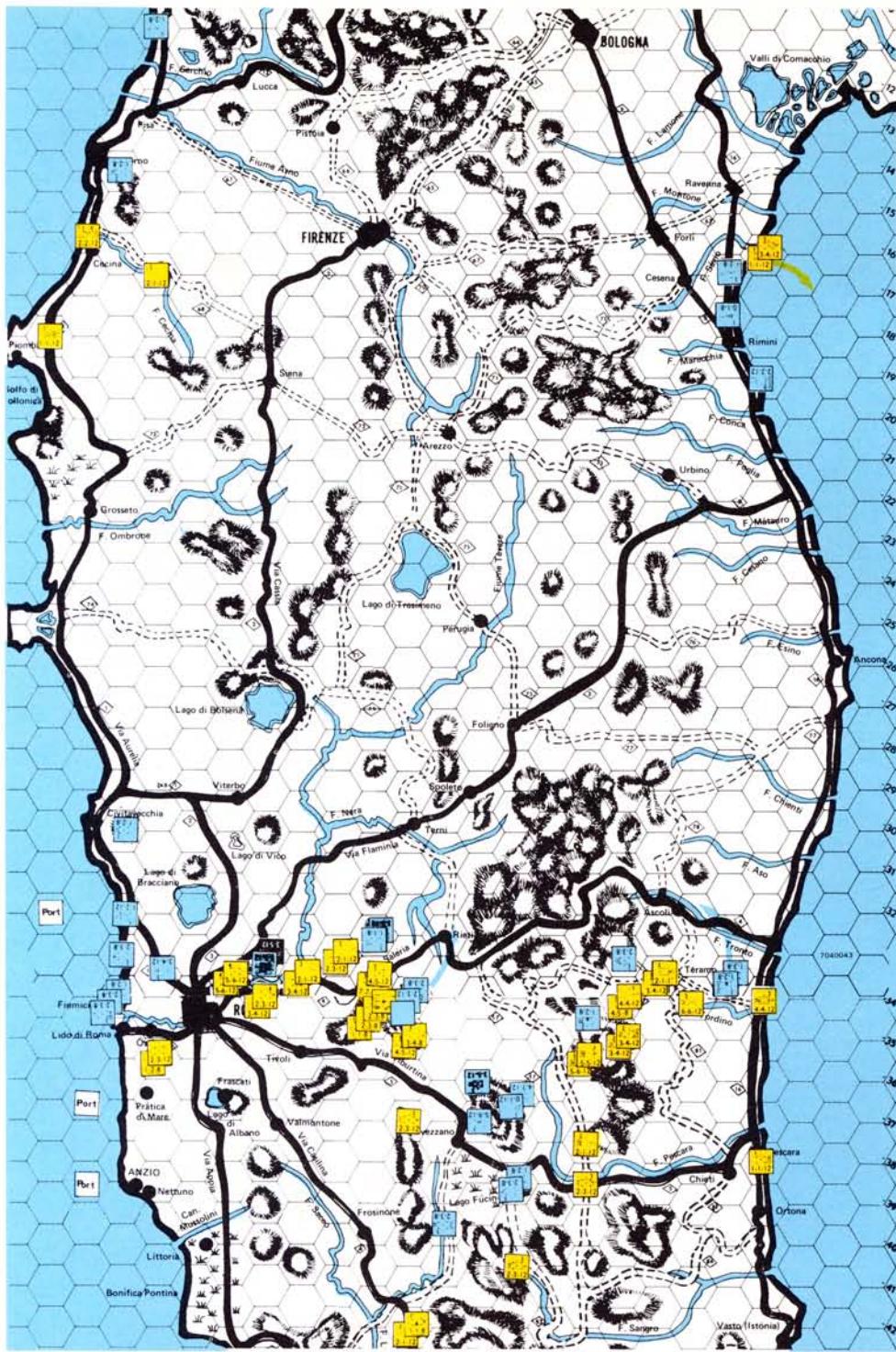
The 8th Army also makes significant gains. A 1-1 vs. hill Q42 eliminates the German 305 ic and Br. 24th Gds as the attackers hold their ground. A 1-2 through the High Apennines vs. R39 also holds its position while extracting a step from the 188th at no cost to the attackers. These successes are compensated for by the loss of the Polish 2 Armor Bde and two other steps in the repulse of the 2-1 across the Tordino River. The German loses only the 305 ic.

The Allies have once again replaced six steps while maintaining invasion threats at Termoli and Naples and now have no replacements accumulated. The good Allied die rolls for the turn (an average of 3.14 for 7 rolls) now leave them with a cumulative average of 3.54 for 33 rolls—almost exactly average luck.

there would be casualties, but it's always regrettable when units have to be destroyed. In this short DIADEM scenario, it is inevitable that both sides will destroy units. To do otherwise would be to end the game with useless inverted counters.

The Allies are right that they must invade next time. Apart from protecting their immediate frontline flank, the Germans don't even have to defend

against a sixth-turn invasion. The city which the Allies must capture north of the center line, must also be in supply. On the invasion turn, the invasion port is not yet constructed, and therefore can't provide supply. Of course, the Allied 5th Army can win with a Tiber bridgehead, instead of a city, but the 8th Army needs a city, if they want a win instead of a tie.



ALLIED JUNE II TURN

The map shows the German positions after their June I counterattack in defense of Rome, at 3-1 which repulsed the Allies at a cost of one step per side. This left strong German concentrations near Rome, so in the June II Allied turn, the 5th Army avoided the Rome area, instead attacking towards Rieti. From the other side, 8th Army attacked in the same direction. Both Allied armies finally invade, 5th in an open sector, while the 8th Army must attack from the beach, and is forced back to sea.

The 5th Army enjoys great success with both of its attacks. The 1-1 on H42 holds its bridgehead on the Tiber at the cost of the Br. 2 Armor Bde while extracting a step from the German 4th Para. The 2-1 vs. the L41 hill takes the hill at the cost of two steps from Fr. 3 Alg. The Germans lose the 1028 ic & retreat into Rieti. The 1-3 soakoff vs. K40 eliminates the Br. 21st Armor Bde.

The 8th Army does not fare so well. The 1-1 invasion at Rimini is pushed back into the sea with only the 78 ic returning to Sicily. A 1-2 vs. the 237th on R37 is repulsed with the elimination of the Br. 25th Armor Bde, and the 3-1 through the High Apennines is stopped in its tracks with a loss of 4 steps. Only the 1-1 across the Tordino River is successful, broaching the river and eliminating Doebla at no cost. The German 5th Mt. Div. retreats to Ascoli. Taken as a whole, the Allied luck is only marginally bad—a 3.6 average after 40 die rolls.

17. German June I Comments

14th ARMY

I will abandon Roma hex F44. Trying to recapture it would use too many units, and weaken my other defenses. If we are to win, I must keep 5th Army from crossing the Tiber. My 3-1 counterattack is certain to hold the Tiber another turn. Much will then depend on their subsequent attacks. I presume they'd attack D45 at 2-1, and H42 at 1-1. If both attacks retreat away from the river, I've won. If both gain the river, I've lost, as I couldn't again counterattack strongly enough.

10th ARMY

Disaster struck me in two very important positions. I had to abandon L44, and can't hold Q42. He gains the important bridge at Q43. Now he can shift his units much more freely. To make it even worse, my mobility is greatly reduced, and will be even worse next turn. To have a chance to hold route five another two turns, I must hold N42, N43, and O42.

Their drive towards Ascoli failed, except for their lucky 1-2 against R39. They have been very lucky with their 1-2 attacks, but since I can't afford to counterattack, such an attack has a $\frac{1}{3}$ chance to succeed. 8th Army has two turns, and still lacks both its victory conditions: town north of the middle fold, and clearing route five. I didn't defend the very strong S36 hex for several reasons. Doebla is only one step away from an inverted counter, making the position easier to take than it would seem. S36 would also put them next to Ascoli.

18. Neutral Comment on the German June I Turn

14th ARMY

A more measured beach defense this time, although having Frascati at D43 is still wasting one DF. Frascati and 1026 should've changed places. This wouldn't change the odds the Allies could achieve, but would cost them two more AF to do so. Even though J41 is not a doubled hex, at first glance it might seem that it would make for a better line than K40. Not so, because the Allies could attack J41 from I42, a Tiber River hex, thereby improving their chances of getting a toe-hold on the river.

Twice Juan Carlos has made 3-1 counterattacks. Favoring the tactic is that at those odds, the attackers can't retreat. Against it is that in both cases the Germans have been left defending at basic odds against the next Allied turn. During playtesting, I played dozens of games of DIADEM, most of them the two-player version. German counterattacks were present in every game, but rare above 1-1, and absent above 2-1. The difference in the four-player game is that the 14th Army retains an offensive capability which in the two-player version is dissipated along the front.

10th ARMY

I have criticized Hans for concentrating his best units around Avezzano, but I have to admit that since he has chosen a "circle the wagons" defense, he needs those units there.

Now that all of his reinforcements have come down from the north, his hefty Rimini defense is needed.

19. Allied June II Comments

5th ARMY

In this game 14th Army has shown me an unusual number of undoubted defensive hexes, for ANZIO. My usual reaction is to "hit first, and ask questions later", so when I started planning my turn, it included a 2-1 against Fiumicino, just as Juan Carlos expected. When I realized I would need 10AF just for a 1-4 soakoff vs. E44, I decided to think again. All the more so because the next turn, particularly because of my invasion, the Germans would withdraw from Fiumicino, and weaken E44. Why try to force them back where they will voluntarily pull back? I felt that a 1-1 further east along the Tiber would, if successful, accomplish more, at less cost.

I don't expect my invasion to survive. Four stacking points is more an annoyance than a threat. I do expect to draw German units away from Roma. This is the key point on my front, both to capture the city itself, and to cross the river. I toyed with the idea of invading further south. Since he is weak in the north, I could've taken defensive positions on the north bank of the Ombrone River, and sent one unit north along the coastal road. I finally decided that by invading as far north as feasible, I force him to send units just that much farther from Roma.

I also continue to push forward my half of the pincers heading towards Rieti. As Rafael says: "The French and the Poles will shake hands in Rieti."

8th ARMY

The German defense at Rimini is so tight that my only hope is to create a distraction, either by hanging grimly onto the beach, or in a "head for the hills" retreat forward, to Ravenna, for example. Regrettably, I wasn't able to do either one. Another big disappointment was the tenacity of the German 188th Division, which prevented my half of the pincers from advancing towards Rieti. We may not meet there, but our chances are still good to cut off the Germans around Avezzano. The hills and High Apennine north of there now work in our favor, because it effectively cuts them off.

Although we have more chance to win by crossing the Tiber than taking a northern city, I will still continue to threaten Ascoli, to give them one more thing to worry about.

20. Neutral Comment on Allied June II Turn

5th ARMY

Good decision to avoid the traffic jam west of Roma. They persist in heading northeast towards Rieti. The advantage is that this also takes them further along the Tiber, stretching the German line. The disadvantage is that they could have taken Avezzano, with a 1-1 attack directly on 1 Para. Right now in Spain there is a lot of interest in their Civil War (1936-39), because under the new constitutional monarchy, all opinions about it can freely be published. During the Civil War, General Franco earned a reputation for surrounding and isolating pockets of enemy troops. I think this tactic is one the Allied players in this game would like to duplicate, which should not be construed as a hint about their politics, one way or the other! They aren't content with just a small or medium-sized pocket: they want the whole thing!

The two best turns for invading are either the first, with the air strike, or the fifth, after the Germans are tested to the limit. Of course, the airstrike need not be the first turn, but it usually will be. If their invasion had been B34, D33, and D32, they would have been better positioned against a counterattack coming up the road from Roma.

8th ARMY

The Allies have made excellent use of worn-down units, and units taking replacements, both to pose an invasion threat, and to hold quiet sections of the line. 5th Army's strength is concentrated from L42 west, 8th Army's from Q40 east. The 15 hex front in between is economically held by three stepped-down divisions, and three small units.

Particularly combined with a 5th Army attack on 1 Para, 8th Army could have attacked O44 at 2-1. Less elegant than closing the circle at Rieti, but perhaps more effective.

Hans has wryly commented about the Allied luck at 1-2, but this has certainly been amply compensated for by the good luck of the 188th Division, this time shrugging off a 3-1 attack.

Perhaps a better place for their invasion would have been Rimini itself. Had they just stayed there, the route south for the two units north of Rimini would've been closed. Had they retreated, they could've done so to T22. The purpose of such a

retreat would be just to annoy the Germans by obliging them to use three units to seal off the Allied units there. Otherwise, the Allies could use strategic movement to roam the map. Having used strategic movement, they couldn't attack, and being ex-supply, they couldn't capture a town for the victory conditions, but they could block a German retreat, or German movement.

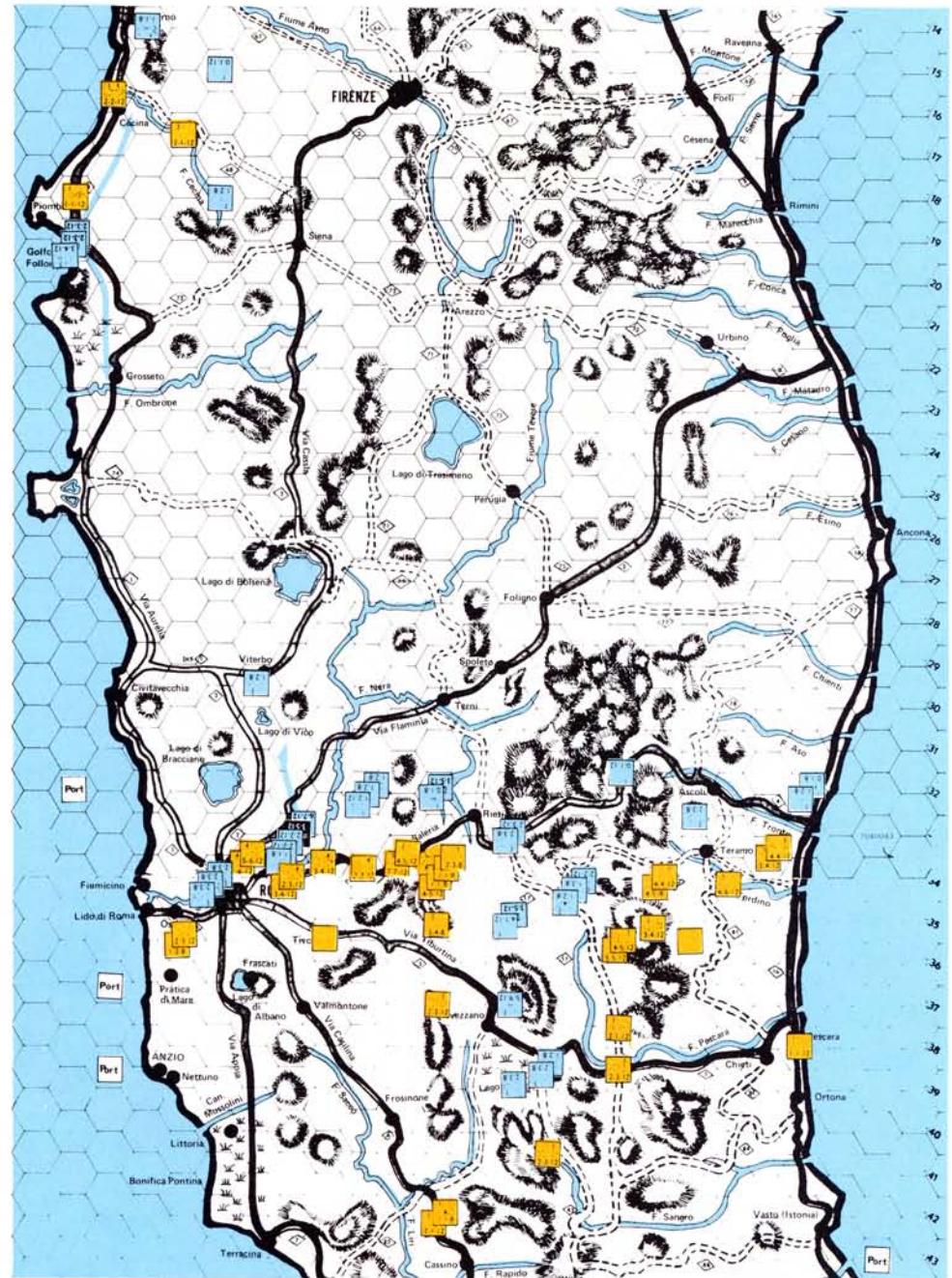
21. German June II Comments

14th ARMY

I was never afraid of an invasion, and I shall show why 5th Army never attempted another invasion after Anzio. My 7-1 Automatic Victory against the 18th brigade is certain to destroy the beachhead, even with DR6.

To regain H42, I will use that hex as part of two separate counterattacks at 1-1, in the hope that at least one of the two will retain H42 (75% probability). This would leave 7DF behind the river, with a 2/3 chance of keeping the river line on turn six. Since one of these counterattacks is also from F44, I have a 50% chance of keeping that Roma hex at the end of this turn.

The results were satisfactory. I have 14DF (7x2) protecting the line of the Tiber at H42. I also retook the northern third of Roma. 5th Army is back where they started from. They still must clear Roma, and regain a bridgehead on the north bank of the Tiber. On the bad side, F44 is quite exposed. It can be surrounded at 2-1 or even 3-1. Even if my infantry divisions there hold out, they would not be in supply, and therefore would not count for my



GERMAN JUNE II TURN

During their June II turn, the German 14th Army crushes the invasion, while simultaneously managing to still keep the Allied 5th Army away from its objectives in the Rome area. The failure of the 8th Army invasion at Rimini permits the German 10th Army to redeploy to the front.

The Cecina beachhead is destroyed by a 7-1 which eliminates the Br. 18 Bde. at a cost of one step to the 26th Panzer which advances adjacent to Cecina while the remainder of the German attack uses its breakthrough movement to reach Grosseto on the way back to the main front. The 14th Army also launches two 1-1 counterattacks at Roma. The first vs. the surrounded US 3rd and 45th Divisions manages to hold its ground at a cost of one step from the 34th Division. The second vs. the US 34th and 36th Divisions is repulsed with a step loss to each side, but more importantly, leaves a critical flaw in the German line for the final turn. A 1-4 soakoff by the 1026th is repulsed with no loss to end the German turn.

victory conditions. I would also have to counterattack on my next and last turn.

10th ARMY

The Allied turn was so poor on my front, that I had no need to counterattack. Their two DRs of six (the invasion, and against Q39), amply compensate for the loss of L44 and Q39 the previous turn. I now have $\frac{1}{3}$ chance of holding route five around Avezzano next turn.

Turning from my left flank to the right, my chances of retaining Ascoli on the last turn are quite good. Only a DR1-2 against 237 Infantry on S36 would allow a retreat towards Ascoli. They could retreat from a voluntary 1-4 on the coast. As for Rieti, they'll need a miracle.

22. Neutral Comment on German June II Turn

14th ARMY

The desperate situation of 10th Army, which could already be a catastrophe but for bad Allied luck, has led 14th Army to take over two defensive hexes which are in the 10th Army sector: L39 and N39.

Again Juan Carlos has shown a predilection for the sure-thing attack, even if it leaves him in a less-than-optimum position for the following Allied turn. Admittedly, the Allied beachhead absolutely must be destroyed, and the 7-1 is certain to do so, but a 6-1 would save one AF, and still leave a 5/6th chance.

Another place where a factor or two could have been saved is in the Rieti defense: L39 and J40, both undoubled positions. The alternative would be just one doubled hex, K40. The German players knew of this alternative, but ignored it to prevent the Allies from forcing N39 to retreat away from Rieti, and then occupying it by a 1-4 against K40. The flaw in this thinking is that the best odds the Allies could get against N39 would be 1-2!

The reason 14th Army needed to save factors was to garrison E44, for two reasons: flank protection for F44, and to prevent the Allies from doing

exactly what they did, retreat from G43 to E44. If 14th Army had done this, they probably would've won in their sector.

10th ARMY

The Germans declined to defend the line of the upper Pescara River since they lack a unit with more than two steps to do so. As mentioned before, a unit with only two steps is weaker than its DF may indicate, because by losing one step, it becomes an inverted counter. The inverted counter must retreat, and therefore at 2-1, for example, the attacker's chance of advancing is $\frac{2}{3}$, not $\frac{1}{3}$. Nonetheless, I believe they should've defended the Pescara River. In their final attacks, the 8th Army used 3 AF. Had 10th Army used the 94th Infantry ($2 \times 3 = 6$ DF) to defend the Pescara, a 2-1 would've cost 8th Army more than $\frac{1}{3}$ of their entire offensive strength. Admittedly, the defense would've been weak, but so is the attacker.

23. Allied June III Comments

5th ARMY

All that I can do at Cecina is to try to cost them a step, and perhaps hang onto the road, to block movement south. Not much, but this game looks as though it's coming down to one or two factors.

I had a 2/3 chance to gain at least a tie in my sector, by destroying the three divisions in Roma. This succeeded, and opened the way for a "sure-thing" 1-4 retreat, to gain a bridgehead over the Tiber.

My 1-1 attack aimed at isolating the German divisions along route five also succeeded. Therefore, in my sector, I believe that I have done as much as I had to, and not forgetting that because 8th Army is concentrated on the Adriatic, I also took over part of their sector.

I fell back to a better defensive position northeast of Tivoli, to prevent them from breaking the Allied line there, and perhaps retaking a section of route five.

8th ARMY

In my sector, I had conflicting goals. In order to win, and not just tie, I had to capture Ascoli. This meant concentrating the bulk of my strength, 24 attack factors, in a 2-1 on the 237th Infantry, a $\frac{1}{3}$ chance. Had that succeeded, then I had a 50% chance of the South African armored division "retreating forward" from the coast to Ascoli. That would've left a gap in my front, so I had to build up the Polish 3rd Division to plug it. Total attack factors involved in the push on Ascoli and related matters: 30. I would've liked to increase my chances of success by putting another unit with the South African division, to take losses, leaving someone alive to take Ascoli. I just didn't have enough units.

Besides the above attacks, which failed, I also had to cross the upper Pescara River, which the Germans were nice enough to leave undefended. Had they had 6DF there (2×3), I would've had to sweat out a 1-1. I also had to hold the long front linking up with 5th Army's French units.

Had I forgotten about Ascoli, I could've slammed the door shut on the Avezzano pocket so firmly that there would be no hope of the Germans reestablishing supply. The push on Ascoli was needed not just for a win in my sector, however, but because our Tiber bridgehead is held rather weakly, just one division.

24. Neutral Comment on Last Allied Turn.

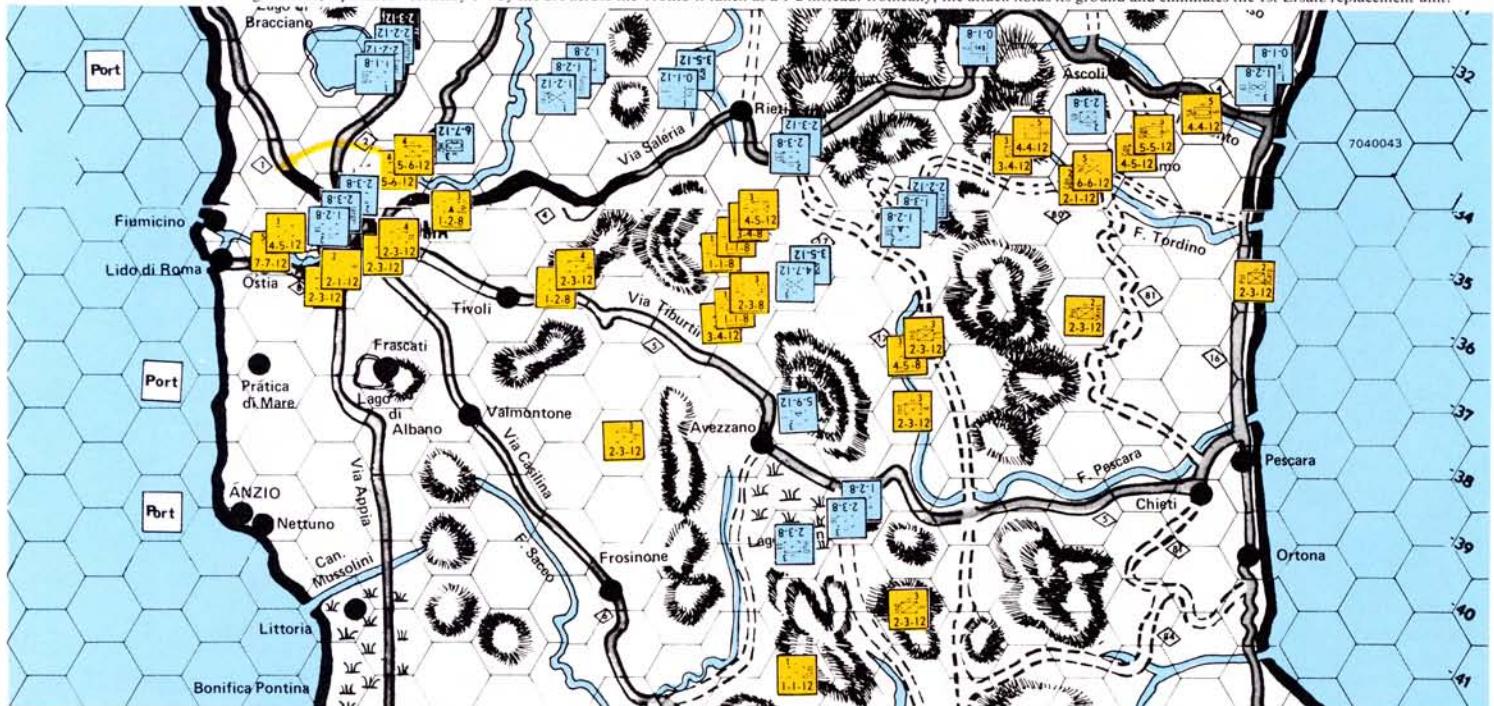
The Allies have used every last factor in a desperate attempt for an all-out win in both sectors. It's interesting that on both coasts the tactic is the same: a favorable attack (3-1), 2-1, followed by a 1-4 in order to retreat to the objective. Although in more advanced versions of ANZIO such retreats would not be allowed, I do not believe they are unrealistic. It's a question of semantics. "Retreat forward" sounds bad. This doesn't sound so bad: "The Canadian corps, and three other Allied divisions, attacked the German 237th Infantry Division

ALLIED JUNE III—

The German 14th Army counterattack during their June II turn was strong enough to recapture the northern third of Rome, but too weak to protect the flank of the three infantry divisions involved. On their last (June III) turn, the 5th Army destroys those three divisions in a 3-1 surrounded attack, opening the way for the US 45th division to "back-into" a Tiber bridgehead. Using mainly French units, 5th Army also slams shut its side of the trap on the cream of the German 10th Army. The other side is closed by the Allied 8th Army, with an unopposed crossing of the upper Pescara River. 8th Army's attack on Ascoli fails. At the end of the last Allied turn, they have a win in their 5th Army sector, but only a tie by 8th Army, which failed to take a city north of the center line.

More specifically, north of the front at the Cecina beachhead the ISSF is eliminated in a 1-1 vs. the 26th Panzer. But the real attack is the 3-1 surrounded at Roma which eliminates three German divisions at the cost of only one step from the British 9th Bde. The British advance into the vacated hex, but more importantly the US 45th Div. now takes a voluntary 1-4 vs. Herman Goring, "retreating" to E44 where it shields the 1st Armored Division from any possible attempt to push it back across the Tiber in the German turn. The Fr. 4 Mor Div. is eliminated taking a two step loss for the soakoff. The 5th Army continues its successful final turn with a 1-1 vs. N41 which holds its ground while extracting a step from the 15th PG at the cost of one step from the Fr. 2 Mt.

The 8th Army is less successful in its final drive. The 2-1 on the tripled hill south of Ascoli only holds its ground, trades steps lost, and fails to dislodge the 65th Division which would have enabled the SA Division to "retreat" into Ascoli. That being the case, a planned voluntary 1-4 by the SA across the Tronto is taken as a 1-2 instead. Ironically, the attack holds its ground and eliminates the 1st Ersatz replacement unit.



defending Ascoli, in an attempt to push it back far enough so that the South African armored division could brush past the weak German coastal defense, and reach Ascoli."

Throughout the game both Allied players have made maximum use of every factor. The same is true of this turn, when one considers each sector. The 8th Army had made maximum use of terrain, and a few weak units, to seal off the lower half of the Avezzano pocket. Unlike more advanced versions of *ANZIO*, in this game any supply line free of enemy zones of control is valid, however unrealistic and circuitous. For this reason, the two Polish divisions south of the Tordino River, on 8th Army's right flank, form a second barrier to German supply, together with 5th Army's 10DF at J43. At first glance, Q40 would have seemed a better location for the Polish 5th Division, providing flank protection to the divisions astride the upper Pescara River. This is not so, because any attack on this division costing it one step—not hard—would have opened a supply line to Avezzano via Q39.

From an overall standpoint, perhaps the 8th Army commander should have forgotten Ascoli and done two things: reinforced the Pescara River crossing, and sent units to strengthen the attack on H42. I happen to know that Rafael didn't do this, not because the difference between a win and a tie in his sector really mattered to him, but because, like the other three players, he felt that playing as though it *did* matter, made for a more interesting game.

At the end of the Allied turn, 5th Army has a win (Roma, bridgehead, route 5), 8th Army a tie (route five, but nothing north of the line).

25. German June III Comment

14th ARMY

The U.S. 45th Division was able to secure a bridgehead over the Tiber. I must attempt to throw it back. A 3-1 against it gives me a 2/3 chance of capturing E44. This would assure me of a tie in my sector, even if the 10th Army loses Ascoli. If this attack succeeds, I could advance for a second combat against F44, a Rome hex. This attack would be from only one hex, that vacated by the 45th, and I would have to also attack U.S. 1 Armor at Ostia, so

the best I could manage, thanks to the tank battalions, would be a 1-1. This would give me a 1/6th chance of retaking a Rome hex, assuring me of a win, and 10th Army of no worse than a tie.

My next priority was to loan a few units to 10th Army, without which they would have had little chance to break out of the Avezzano pocket. After that, and because several of my units had to use strategic movement to reach the front, and therefore couldn't attack, all I could do was form the front line which the Germans are required to have at the end of the game.

The above comments were made before combat resolution. Afterwards, reflecting on the game as a whole, my thoughts were as follows: I lost Rome on the fourth turn, giving 5th Army just two turns to get across the Tiber. I was able to hold the river line during turn five. On his last turn, he crossed the Tiber unexpectedly, but I still had a good chance to throw him back. It just didn't come off. The result: 5th Army achieved all three of its victory conditions on my side of the board (Route Five cleared, Rome captured, and a bridge over the Tiber). The fact that 10th Army fared better gives me a tie, but in my opinion, Antonio scored a moral victory.

10th ARMY

The Allied 1-1 attack against N41 left my units around Avezzano out of supply. On the other hand, the attack against S36 went well for me, and I kept Ascoli. To win the game in my sector, and assure 14th Army of no worse than a tie, I need to open a supply line to Route Five. My plan to do this is as follows:

1. 3-1 against the weakened Indian 4th Division, with a 5/6th chance of success.
2. A 2-1 against the two divisions on P41, with a 1/3 chance of success.
3. If neither attack succeeds, then I will have failed to reopen a supply line, but if *either* attack succeeds, then by advancing into the vacated hex, a second combat, with another chance of success, is possible.

After resolving combats, I looked back on the game as follows:

The Allied 8th Army stretched my left (Adriatic Sea) flank considerably. My strategy favored this

tactic, as I kept my better units centrally located, to keep Route Five open as long as possible.

On turn four, I suffered severely by the simultaneous loss of L44 and Q42. This left my movement greatly restricted, and forced me to abandon the High Apennine area south of Route Five, withdrawing some units northward, to avoid being cutoff.

Turn five went in my favor. By throwing back the invasion, and retaining Q39, my chance of keeping the units around Avezzano supplied were quite good.

Their turn six went against me, with their 50/50 attack by the French units paying off, although their attack on Ascoli failed. My final counterattacks went down to the wire, with the final attack succeeding, despite only a 1/6th chance of doing so. I don't find a victory through this kind of luck very satisfactory, but it certainly shows that the game was very close, and could have gone either way.

26. Allied Conclusions

We decided to comment after our last turn, but before knowing the German results. Although our chances look good, whichever way it goes, we consider the true result a tie, and feel that the victory conditions should have more gradations, permitting all four players to tie, or defining a marginal victory.

We feel our opponents played well. The 10th Army especially used the terrain well, and prevented loss of any important units. The 14th Army could have been a little more generous with its partner. (Later—we consider it ironic that 10th Army finally "saved" the 14th).

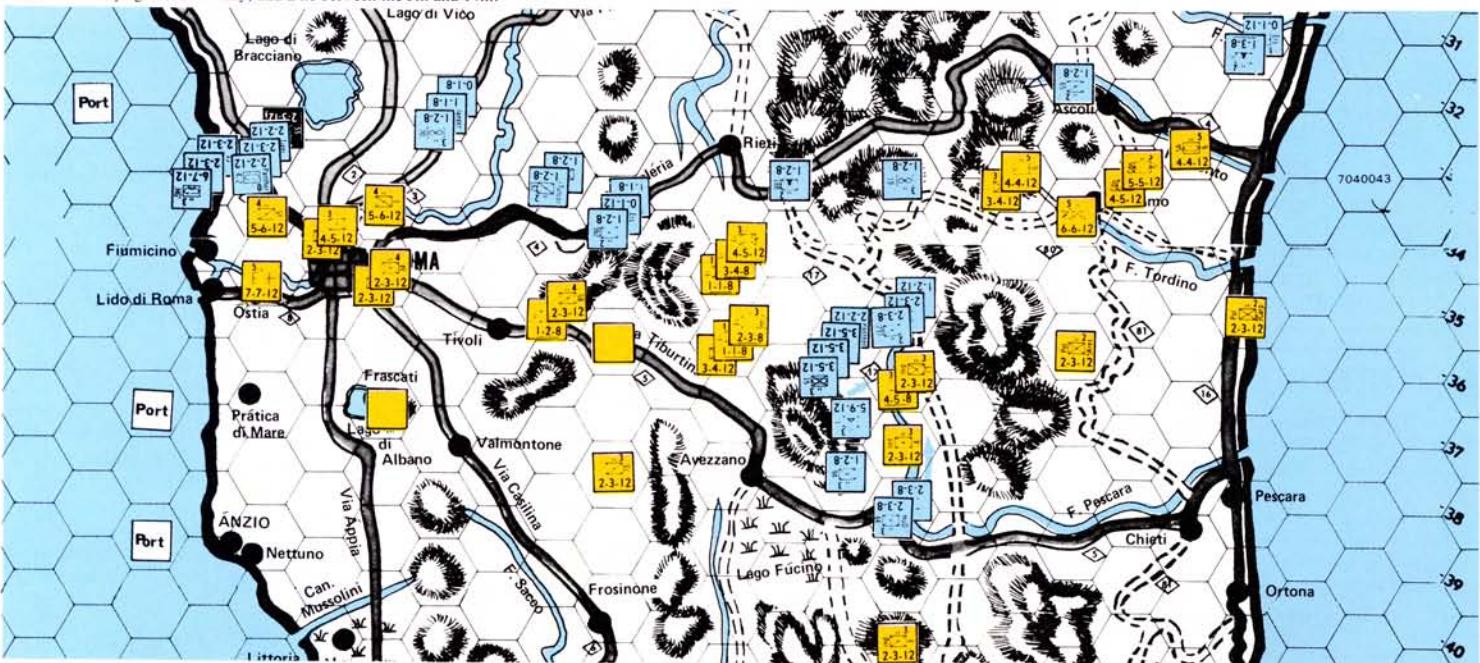
We were glad to see what we regarded as an excessive beach defense, which tied up large parts of their forces, at little cost to us.

One criticism we can make of 10th Army is failure to use two strong divisions offensively: 15th PG and 1st Para.

We did not want to make frontal attacks against strong defensive positions. Instead, we wanted to lengthen the front until it broke. Perhaps if our invasions had not suffered such very bad luck, we would have accomplished our aim. We do feel that our collaboration was very good.

GERMAN JUNE III—

The 14th Army fails to eliminate the Allied bridgehead over the Tiber as their 3-1 vs. the 45th only trades step losses with the 45th holding its ground and preventing any second combat possibilities. Tenth Army enjoys better luck however. A 3-1 vs. the Indian 4th Division eliminates it outright enabling the 1st Para and 44th Division to advance into a second combat opportunity. The 2-1 vs. the other two Allied Divisions astride the upper Pescara River does not dislodge them but nonetheless plays a crucial role. Not only do the attackers hold their positions, but they extract a step loss from the Br. 52nd Division. This enables the German 1Para and 44th Divisions to make their second combat a 1-1 surrounded attack which they win—eliminating both Allied divisions. This successful counterattack opens a supply line along minor route 17, resulting in a victory for 10th Army against 8th Army, and a tie between the 5th and 14th.



27. Neutral Conclusions

I won't repeat the comments on tactics made as the game proceeded, except to say that both sides played well, with the Allies perhaps making somewhat better tactical use of their forces.

There are many ways to win and lose the DIADEM scenario, and that forces both sides to make quite a few choices.

For the Allies, the first choice is when to have the air strike. If not the first turn, then surely the second. Here I believe the Allies made the best choice.

As for the invasions, if not the first turn, then probably the fifth, which is what they chose.

Two things I admire about the way the German side played are their willingness to counterattack, and their tenacious defense. There are two places on the map where a tenacious German defense in DIADEM poses a tense situation, likely to go right down to the wire, ending with the loss of half-a-dozen German divisions, and the game, or their narrow escape, winning the game. One of these two places is the precariously narrow band of German-held territory reaching the sea at Terracina. When the Germans try to hold this for more than a turn, tension mounts, particularly since they have only one escape road (minor Route 82). Hans and Juan Carlos didn't try this, which is probably wise in the four-player game, as their sector boundary makes coordination here difficult.

The second key area is Route five, in the area from minor routes 82 to 17. The terrain here both helps and hurts the Germans. It helps their defense, but hurts their mobility. They held out doggedly, and it paid off.

The role played by luck, while considerable, was not any more lopsided than could be expected in any given game and certainly wasn't too much for either side to overcome. The Allies had a cumulative average of 3.61 for 46 rolls—only marginally unlucky results. The Germans enjoyed more success, to be sure, with a 2.78 average die roll for their total of nine rolls. In a game as close as this averages don't mean much. The outcome could have been different with a single change to the last throw of the die.

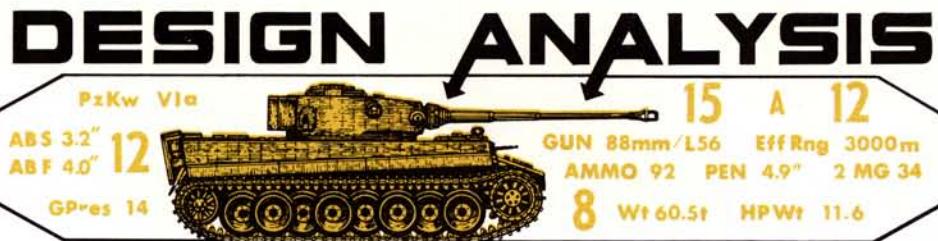


4th EDITION ANZIO RULES

Yet another edition of the *ANZIO* rules is available. As is our custom, whenever we rerun a game requiring new plates, we make whatever changes we have uncovered since the last edition which might improve the game. Ever watchful Tom Oleson supplied us with a few minor corrections so we updated the rules accordingly. Possession of the 4th edition is by no means a necessity but for those purists who absolutely must have the latest edition you are hereby advised of its availability for \$2.00 plus 10% postage and handling. Maryland residents please add 5% state sales tax. Be advised that *ANZIO* is now available in new packaging featuring the artwork of Rodger MacGowan, but that this packaging does not ensure that the 4th edition rules are necessarily inside.

THIRD EDITION COI

The *CROSS OF IRON* rulebook is now in its third edition. The changes therein are restricted to those amendments listed in the *CRESCENDO OF DOOM* Rules Amendments section. Purists who would find it convenient to have a *COI* rulebook with these changes actually printed in the appropriate rule sections may find it worth the \$2.00 purchase price plus the customary 10% postage charge. Maryland residents please add 5% state sales tax.



ANZIO DESIGNER'S NOTES FOR DIADEM

by Tom Oleson

The campaign in Italy was characterized by long periods when the front moved little, and the combat along that front more resembled WWI than WWII. Interspersed were periods of rapid and fluid movement, as the German defense sought to reorganize and reform.

Three rules in the game of *ANZIO* interact to simulate this start-stop process:

1. The German fort lines, which bring the Allies to a stop.
2. The Allied invasions, capable of outflanking the fort lines, but in themselves, insufficient to dislodge the German defense.

3. The two Allied air strikes, one in 1944, and the second in 1945, at about the times when the defensive "log-jam" broke up. During an air strike, the special defensive benefits of forts are cancelled. All Allied attacks are raised three columns, e.g., a 1-2 becomes a 3-1, equivalent to a many-fold multiplication of Allied strength. Such attack force would be impossible any other way in *ANZIO*. Even if the Allies had a much larger OOB, stacking rules alone would prevent them from achieving the odds enjoyed during the airstrike turns.

The new DIADEM scenario of *ANZIO* focuses attention on the air strike. In this short six-turn game, the Allies will nearly always start right off with the airstrike, or at the latest, use it the second turn. The airstrike shapes the rest of the game, as the Germans try to recover from the Allied momentum generated by it, while the Allies try to retain that momentum.

To disgress briefly, in every issue of *THE GENERAL*, the readers rate all of Avalon Hill's wargames. For a time after the 1974 edition of *ANZIO* came out, it was rated #1, and has gradually sunk to fifth place, under the pressure of blockbusters like *RUSSIAN CAMPAIGN*, and *SQUAD LEADER*. On a list of forty-six games, that's not bad for a game entering its second decade, in an extremely fickle hobby. Perhaps the reason *ANZIO* has retained such a high rating is that it is much more realistic than other games of the sixties, such as *STALINGRAD* (41st on the list), *BULGE* (38th), or even an excellent revision such as *D-DAY 1977* (33rd). Although many facets of *ANZIO* can stand comparison with the latest games, the airstrike rule is not one of them.

Anyone at all familiar with the Italian campaign knows that although this rule achieves historical results, it is a very crude tool, and in terms of realism, inferior to the rest of the game.

I use the word "realism" with certain reservations, because even the best "conflict simulation" is so unrealistic, in my opinion, that the "illusion of realism" would be a more honest term. Another problem in discussing the realism of wargames, or the degree to which they are faithful simulations of the historical events depicted, is that there has been little attempt to define, or even to discuss, the elements of realism, particularly distinguishing between true realism (whatever that may be), and the illusion of it. As an example, if one presumes that the South had a $\frac{1}{3}$ chance to win the battle of Gettysburg, could not one just roll a die, and if the

result is a one or a two, the South wins, if a three-six, the North wins? Is this an accurate simulation? Obviously most far-fetched, but just what must be added for it to be considered such?

In the 1974 edition of *ANZIO*, I added tactical air factors. One *ANZIO* enthusiast took a look at that, and before finishing the rules, dashed off a letter congratulating me for doing away with the "thermonuclear" air strike! It's *almost* an accurate adjective. What actually happened to dislodge the German defense in 1944 was a complex combination of circumstances. Here is the reality which the airstrike attempts to simulate with one broad brush stroke:

1. The Fall 1978 issue of the interesting and scholarly journal, "History, Numbers, and War", has a fascinating article on "Logistics Support and Combat Effectiveness; Historical Perspective", by the well-known historian Colonel Trevor N. Dupuy (US Army, retired). A good part of the article discusses the events which occurred in Italy in the Spring of 1944, under the heading "Effects of Interdiction—Operations Strangle and Diadem". Quoting: "The principal historical events in 1944 having a significant relationship to this analysis are—March 19 Operation Strangle begins—April 4 the Germans are forced to abandon rail traffic south of Florence—May 12 Operation Diadem and the Rome Campaign begin." For those unfamiliar with them, Operation Strangle was the campaign of Allied air interdiction in Italy in Spring, 1944, and Operation Diadem was the offensive planned to benefit from it.

The relevance to *ANZIO* is that a two-month air operation hitting primarily *behind* the lines is "simulated" (along with other factors) by a one-week attack against front-line positions. Of course, the Allies did use tactical air power against the German front, but "Strangle" was not primarily a tactical operation in a brief time-frame, but rather a strategic effort spread over a relatively long period.

2. The German defensive positions were faulty in terms of the Allied plan. This is also factored in to the overwhelming weight of the airstrike. Moreover, in the DIADEM scenario, by forcing the Germans into an historical at-start position, they are off-balance in game turns.

3. The German reaction to the DIADEM attacks was inopportune. So overwhelming is the air strike, that this must be summed up in it, as well.

4. French mountain troops attacking in the rugged Aurunci Mountains, between the Liri River (just west of Cassino) and the west coast, penetrated faster and farther than the defenders believed possible. The German fall-back position, the "Hitler Line", was made untenable before the defenders even fully realized what was happening.

ANZIO is on a regimental/divisional level. In order to even begin to simulate this last—very important—factor, I believe a company-level simulation would be required.

All four of these factors are shoved into the blender, and what comes out is the air strike. Ham-

Continued on Page 22, Column 1

Gentlemen:

The articles on *MAGIC REALM*, the review of *CROSS OF IRON* scenarios, and the Series Replay were all excellent and much appreciated, but the article about diplomacy in *THIRD REICH* was difficult for me to read in its entirety. I don't feel violently about this, and am certainly not going to call you any names, but I would feel distinctly unhappy if something of this nature occurred to me in a game of *THIRD REICH*.

Finally, I would like to lend support to *MAGIC REALM*. In the months since I bought it, it has become one of my favorite games, and I feel that the rating it received was greatly undeserved. For my part, I think it is excellent in all respects, even considering the ambiguousness of its rules, and greatly appreciate and applaud your efforts toward new areas of wargaming.

Bob Hinkle
Litchfield Park, AZ



Dear Mr. Greenwood:

First, I must preface my letter with the following remarks. Avalon Hill is in my opinion a quality company with an excellent reputation. I have purchased a large quantity of games released by Avalon Hill and will continue to do so. Therefore, please understand the opinions reflected in this letter are to be considered as constructive criticism and not a personal vindictive attack on you or Avalon Hill.

A company has an obligation to the consumer. A product released for use by the public should be a tested product. By doing so, the company builds a "track record" in which the consuming public trusts. It also protects the company from releasing an inferior product to the public. To release an untested product could be, and is considered in most quarters, ethically and morally wrong.

A case in point is *MAGIC REALM*. I purchased the game when it was first released. The rules were baffling, ambiguous and too long. The game concepts looked to be interesting and fun. After a couple of weeks, I gave up. I wrote letters to you and Mr. Hamblen stating my displeasure with the game as sold. Mr. Hamblen did respond, a fact I deeply appreciated. However, the problems with *MAGIC REALM* remained.

Imagine my surprise when in Vol. 16, No. 4 of *THE GENERAL* the admission was made that *MAGIC REALM* was released without "blind" playtests. I no longer thought that it was just me! I realized that my trust, for that particular game was broken. I had purchased a product in which I was to be a tester.

I am not, and you should not have been, surprised at the poor showing by *MAGIC REALM* on the RBG Rating Chart. My first glance on the chart was to the 45th slot. I personally thought the Ease of Understanding and Completeness of Rules ratings were high for the game. These two areas should have the worst rating possible.

I suppose the point of this letter is a recommendation. That recommendation is that the supervisory personnel of Avalon Hill insist that all products must undergo the usual development, which includes playtesting before release. I believe the majority of the consuming public would happily wait for the release of a proven quality product rather than be disappointed with the premature release of an inferior product.

The game has the potential to be a great one. Hope is here that the new rules will bring this potential to ripe fruit. However, the underlying issue is one of consumer protection. Never take the public for granted.

John Duchon
Marlborough, CT

Never let it be said that I only print complimentary letters. I won't defend our stance here because I tend to agree with you. The circumstances, however, should be made known. It is important to distinguish between an untested product and one which is untested only at the consumer level. *MAGIC REALM* was tested. It is not boxed game theory straight from the designer's head. The problem is that it was the game system which was tested and not the rules. As the game system evolved, it was tested in 'live' tests conducted by the designer who acted as a sort of gamesmaster and explained the rules as he went along. This is ok as far as designing systems goes, but is woefully inadequate in terms of game development because the rules as written receive no baptism of fire at all. Normally, once a game system has evolved, we then proceed to a 'blind' playtest for the fine tuning. Unfortunately, in the case of *MAGIC REALM* the designer became so hopelessly behind his own time schedules that the

Letters to the Editor ...

by-mail testing was dispensed with, not because the game was late—but because we had taken pre-publication orders for the game over a year earlier. The continual "next month" promises for *MAGIC REALM* became a very real embarrassment to the company and hopefully has taught management a lesson about pre-publication offers. To be fair, however, the blame for the lack of a by-mail playtest and the correspondingly poor rules clarity of *MAGIC REALM* must rest with the designer whose health problems and faulty concept of time led management into making the unfortunate decision to make a pre-publication release. In short, the "deadlines" under which the designer worked were self-imposed. All AH designers and developers are encouraged to use blind playtests. Failure to do so is a matter of personal choice by individual members of the staff.



Gentlemen:

I am enclosing a playing aid for *THE RUSSIAN CAMPAIGN*; it is a sheet on which one can keep track of which player currently has possession of each city on the board, and it also enables one to tell at a glance on which turn each city was acquired by each player. I have constructed this chart primarily to facilitate play-by-mail games of *TRC*; if the battles oscillate back and forth over the board, as they occasionally do, it is difficult to keep track of who last had possession of a given city, especially near the end of a long pbm game. If a dispute arises, the players then face the odious task of searching through all the records of previous moves (provided they can find them) and reconstructing the positions for each move to see if the given player did indeed fulfill the requirements for possession of that city as he claims. This chart should make it much easier for pbm players to keep track of the ownership of the cities and thus avoid accusations of this sort. Although face-to-face players will have less use for the chart, it may prove useful to those players who often play the game over a period of days.

The method of employment of the chart is simple; just put an R (for "Russian") or G (for "German") next to each city owned by the player in a given turn. In a pbm game, each player may prefer just to put a check mark by each city that he owns each turn, since each pbm

player will have his own sheet. The asterisk to the side of seven of the names of cities indicate the cities in the possession and control of the Axis player at the beginning of the game.

Sincerely,
Gene Boggess



Dear Editor:

As a fan of the *PB*, *PL* and *AIW* system, I must air some frustrations, and share some thoughts from a mind eager to find solutions and outlets. My addiction to this tactical game system came about in perhaps unusual circumstances—I was about to design a company-level game to give support to a number of *SL* scenarios, played as parts of the same operation, when someone suggested I buy *PB* and *PL* to provide the necessary hardware. Of course, I just had to try them out when I bought them, and I have been sold on them ever since—even in the face of the gaming problems which arose as I became more familiar with the rules.

First, I tackled *PB*. Initially, I was thrilled—here at last I could experience the coordination of combined-arms operations at regimental, brigade, or divisional level, the way I had enjoyed my miniatures gaming up to a couple of years ago. Then, conflicts occurred in my mind between the rules as I came to understand them, and reality as I interpreted it from my reading of military engagements in World War II. My enthusiasm remained intact despite the apparent anomalies, however.

Then, I put *PL* to the test—enjoying the rules improvements to such an extent that I used them for *PB* situations as well. After gaining some experience, I found that, although many *PB* problems had been ironed out, there were some that hadn't, and that *PL* had some "bugs" of its own. Again, the credits still outweighed the debits and I merrily played on.

Plotting a graph of *PB* and *PL* scaled-up movement rates against vehicle data, it puzzled me that the line of best fit was a straight-line relationship between movement points and maximum road speeds, because I was expecting a relationship between cross-country data and movement rates. I just shrugged this off however until I read the designer's notes in my latest addition to this system—*AIW*.

THE RUSSIAN CAMPAIGN

City Ownership Chart

CITY	TURN																								
	:1	:2	:3	:4	:5	:6	:7	:8	:9	:0	:1	:2	:3	:4	:5	:6	:7	:8	:9	:0	:1	:2	:3	:4	:5
Archangel	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Astrakhan	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Berlin*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Breslau*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Brest	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Bryansk	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Bucharest*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Dnepropetrovsk	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Gorki	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Helsinki*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Kalinin	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Kaunas	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Kharkov	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Kiev	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Konigsberg*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Krasnodar	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Kursk	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Leningrad	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Minsk	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Moscow	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Odessa	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Posen*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Riga	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Rostov	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Saratov	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Sevastopol	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Smolensk	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Stalingrad	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Stalino	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Tallinn	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Tula	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Vitebsk	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Voronezh	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:
Warsaw*	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:	:

I bought *AIW* for the boards (so that I could use the 1940 *PL* counters in desert situations) and to look for any useful developments in the rules, but I got "hooked" on this game as well. Although I was pleased to see the movement rates put back in their place, and to see rules improvements for M and (H) class weapons, this aggravated an already bothersome problem—already, *PB* I-Weapon ranges needed mental conversion to bring them down to *PL* limits, and one Soviet H-weapon had to be read as (H). Now, I have to mentally convert *PB* and *PL* movement rates as well, and (if I want to adapt *AIW* rules for WWII situations) I would have to do a bit of extra arithmetic with attack factors of (H) and M weapon counters from the *PB/PL* tables. This seems to be getting out of hand, but won't weaken my resolve to keep on gaming with this system.

I live in hope of better things to come . . . Perhaps we will soon be able to buy a North Africa game introducing Italian counters, providing counters for Germans and Allies, with up-to-date attack-factors, movement rates, and ranges, providing additional desert boards, and a WWII adaption of *AIW* rules! Then, we fans of the system could replace some of our inaccurate counters, use better rules and counters, enjoy a quite different theatre of operations, and expand our terrain options (adding coastal, and Quatar Depression plus other desert boards). The Italians could be forced to face the Soviets in our "design-your-own" situations! . . . Perhaps an Eastern Front Blitzkrieg game could be struck (using some of the counter work that came out in the *GENERAL* some time ago). Maybe Hungarian counters, even Poles and Rumanians, could be added to the earlier Soviet ones, and there could be a deliberate overlap into the 1943-1945 period so that we could replace our now outdated *PB* counters . . . An Italian Campaign game could enable us to replace *PL* counters . . . Or, the adaption of *AIW* rules, to WWII situations could occur following a Vietnam game—the rules of which could lay some foundations for a Pacific WWII game!

How long must I endure the burden of this love-hate relationship with *AIW*—the cause of this agony and this ecstasy?

S.B. Hogan
Alberta, Canada

We have entertained thoughts in the past of issuing "gametes" on the *PB* family, but so far nothing has come of it. Rule rewrites, economically speaking, are losing ventures and although we have commissioned an expert in the field to work in this project as a "spare time" endeavor, nothing has been forthcoming. As a result, no progress is expected in this area this year.

PANZERBLITZ.....Continued from Page 29

Assuming the attacking units are properly positioned these same fictional units as in the previous paragraph could also execute a direct 2-1-1, CAT 1-1-1, for which $P(X) = 33\%$, $P(D) = 56\%$, and $P(-) = 11\%$. From a comparison of the probabilities of each attack sequence; 3-1-1, 1-2-1 and 2-1-1, 1-1-1, it is clear that the former sequence yields a greater likelihood of the unit being eliminated ($44\% > 36\%$) but also a greater likelihood of the unit surviving both attacks ($17\% > 11\%$). Also note the same units could attack only once at 4-1-1 odds, $P(X) = 83\%$, $P(-) = 17\%$. Here again $P(-) = 17\%$ which is greater than $P(-) = 11\%$ for the sequence 2-1-1, 1-1-1. Comparison of the probabilities for the possible attacks makes it clear that prior to deciding which attacks to use, individually we must each first define our goals.

If our goal is to maximize the $P(X)$ then the preferred attack is 4-1-1. However, if our goal is to maximize the probability that a unit will not be able to spot on the following turn, either by a net dispersal result or elimination, then the preferred attack sequence is 2-1-1, 1-1-1, $P(-) = 11\%$ which is less than $P(-) = 17\%$ for both 4-1-1 and 3-1-1, 1-2-1.

This set of tables is merely a playing aid. The players must decide which of the potential targets is a greater threat. As an example consider Russian units 931:1-L-7, 145:1-N-6, 148:1-N-6, 933:1-P-8 and German units 622:1-M-5, 185:1-M-6. Of the many possible attack plans possible, five are listed below, along with $P(X)$, $P(D)$, and $P(-)$ for each German unit.

AHPHILOSOPHY.....Continued from Page 17

pose that ten members apply, with AREA rankings as listed:

2150	2100	2050	2000	1950	1900
1850		1800	1750	1700	

To provide balanced play within each group, the players with italicized numbers would constitute one group, the others, the other group.

Each player is required to play every other player in his group, therefore a total of four games per player, two for each side in the game. For example, in RUSSIAN CAMPAIGN, you would play twice as Germans, twice as Russians, which side against which player would be determined at random.

4. The winner of a first-round tournament will be determined by one of two methods:

- a. One player has the best record.
- b. In the absence of the above, AREA ratings will break any ties.

Only one player in each group of five can advance to the second round, even if all five players have identical records. Obviously, tie-breaking games would be fairer, but would prolong an already lengthy process. Another possible tie-breaker would be speed in finishing the tournament games, but this has the disadvantage that each player cannot completely control it. One opponent may "throw in the towel" early, while another may refuse to face the inevitable until the last turn.

5. If the number of participants in a tournament is not divisible by five, those players in ex-

cess who have the highest AREA rankings, will receive byes, immediately qualifying for the next round of competition.

THE SECOND AND FINAL ROUND OF COMPETITION

1. The results of the first round will provide the participants for the second round. The smallest possible tournament would include ten players, with two qualifying for the second round. Should twenty-four players enroll in the first round, the top four in AREA points would get a bye, so the number for the second round would be eight.

Therefore, the number of players qualifying for the final round could be from two to eight. With no more than five participants, each one will play the others, just as in the first round. With from six to eight participants, the organization will also be as in the first round, but not every participant will play every other, in order to keep the number of games down to the already rather burdensome total of four. The match selection will be done at random.

2. The second and final round winner will be determined exactly as per the first round.

CHAMPIONSHIP PLAY

1. The winner of the second round in each category is considered the Avalon Hill champion for that game and entitled to all the benefits that office will entail. He will continue to be so considered unless:

- a. He resigns the championship, in which case, a new tournament for that game will be organized.
- b. He is removed. This could happen because of ejection from AREA, or failure to defend his title. Again, a new tournament.
- c. He loses.

2. To retain a championship, the champion must start at least one championship game within three months after winning his title, and after that game is concluded, he must start another game with no more than a three month interval, and so on, presuming a qualified challenger requests a game. It will be PBM, unless mutually agreed otherwise. The same rules as in tournament play will apply.

3. Challengers will be allocated games with the current champion in priority order of their AREA rating, going to the bottom of the list after their top-priority challenge is granted. The champion may always select the side he prefers to play.

4. If the challenger loses, or in case of a tie, which is also considered a loss for the challenger, he may not challenge again for two years from that date. If the champion loses, the same prescription applies.

5. The champion may play several games simultaneously, but the second would only be considered a championship game after the first has been won by the champion, and so on. If the champion should lose his title playing game "A", games "B", "C", etc., should they exist, would continue under standard AREA rules, but would not be part of championship play.

6. Although being an AREA member in good standing is a prerequisite for both tournament and championship play, once such play is underway, there is no requirement to remain in the top fifty. Also, although preference for challenge matches is given to top fifty members, if no challenger in this group exists, any AREA member may challenge, and will be considered in the order of his AREA ranking.

READER BUYER'S GUIDE

TITLE DUNE

\$15.00

SUBJECT Multi-Player Fantasy Game

DUNE is the 46th game to undergo analysis in the RBG. With a cumulative rating of 2.76 it ranks 21st, which is better than we anticipated considering the average *GENERAL* reader's disdain for fantasy games or anything other than hard core wargames.

Still, *DUNE* is a fine game and a unique one as well. The real problem may be its lack of extensive exposure. It is hoped that the lead articles in this issue will inspire some more of you to try it. Its combination of ingredients, including fate, the unpredictable nature of leaders and men, changing alliances, and the ebb and flow of the game make for an interesting, challenging, different, and totally enjoyable game.

DUNE garnered its best rating for Ease of Understanding, 1.98. Along with a good rating for Completeness of Rules, 2.43, this is an indication of the game's fine development and rulebook.

Other better than average ratings are for Physical Quality, 2.45, and Mapboard, 2.40. The rating for Components, 3.00, seems a little low and surprising in contrast to these. Some of the best artwork went into the leader counters, although this may have been overshadowed by the plain army counters. The battle wheels and player shields were put in to add a little spice to the game.

The Excitement Level rating, 2.80, is also a little lower than expected, as is the Play Balance rating of 2.75.

DUNE's worst rating is in the Realism category and once again, as was the case with *MAGIC REALM*, can be attributed to the contradiction of terms between fantasy and realism. Actually though, *DUNE* is a good recreation of the book on which it is based, and is perhaps a better simulation of its topic than most wargames are of theirs.

The Game Length of just under two hours is representative of a game that lasts at least seven turns and often games will not go that far, especially where caution is not observed by all.

1. Physical Quality.....2.45
2. Mapboard.....2.40
3. Components.....3.00
4. Ease of Understanding.....1.98
5. Completeness of Rules.....2.43
6. Play Balance.....2.75
7. Realism.....4.20
8. Excitement Level.....2.80
9. Overall Value.....2.83
10. Game Length.....1 hour, 59 min.

AVALON HILL RBG RATING CHART

The games are ranked by their cumulative scores which is an average of the 9 categories for each game. While it may be fairly argued that each category should not weigh equally against the others, we use it only as a generalization of overall rank. By breaking down a game's ratings into individual categories the gamer is able to discern for himself where the game is strong or weak in the qualities he values the most. Readers are reminded that the Game Length category is measured in multiples of ten minutes and that a rating of 18 would equal 3 hours.

	Cumulative	Physical Quality	Mapboard	Components	Ease of Understanding	Completeness of Rules	Play Balance	Realism	Excitement Level	Overall Value	Game Length
1. CROSS OF IRON	2.17	2.09	2.04	1.88	3.37	2.52	2.44	1.60	1.69	1.94	20.5
2. RUSSIAN CAMPAIGN	2.24	1.98	1.85	2.02	2.24	3.07	2.78	2.41	1.78	2.07	28.5
3. SQUAD LEADER	2.25	1.97	1.85	1.82	3.58	2.94	2.36	2.02	1.82	1.92	13.6
4. W.S. & I.M.	2.34	2.40	3.07	2.38	2.88	2.39	2.07	1.85	1.88	2.10	9.2
5. ANZIO	2.36	2.11	1.74	1.94	3.74	2.88	2.62	2.00	2.09	2.15	21.7
6. BISMARCK	2.37	2.16	3.00	1.69	2.97	2.63	2.72	1.84	2.09	2.31	18.8
7. PANZER LEADER	2.50	2.41	2.17	2.34	3.65	2.60	2.67	2.19	2.34	2.20	13.1
8. RICHTHOFEN'S	2.52	2.28	2.62	2.12	2.63	2.94	2.60	2.66	2.39	2.45	6.0
9. CAESAR—ALESIA	2.53	2.92	2.71	2.78	1.71	1.85	3.36	2.64	2.71	2.07	27.9
10. 1776	2.56	2.16	1.76	2.45	3.27	2.62	3.08	2.72	2.63	2.36	33.4
11. 3rd REICH	2.57	2.12	2.47	2.34	4.15	3.22	2.59	2.24	1.95	2.05	34.9
12. PANZERBLITZ	2.58	2.00	3.00	2.03	4.03	3.00	3.06	2.05	2.07	2.05	14.0
13. KINGMAKER	2.60	2.28	2.84	2.34	2.83	3.07	1.86	3.65	2.14	2.41	20.2
14. DIPLOMACY	2.60	2.35	2.26	3.13	1.87	2.39	2.09	4.57	2.30	2.43	32.6
15. CAESAR'S LEGIONS	2.64	2.32	2.36	2.31	2.14	2.23	3.73	3.05	2.86	2.73	13.5
16. SUBMARINE	2.65	2.58	3.48	2.42	2.98	2.87	2.55	2.38	2.22	2.47	12.1
17. STARSHIP TROOPERS	2.67	2.27	3.11	2.07	2.43	2.70	3.57	3.39	2.20	2.32	17.3
18. ARAB ISRAELI WARS	2.68	2.34	3.03	1.86	3.31	2.70	3.57	2.31	2.51	2.52	13.5
19. CHANCELLORSVILLE	2.68	2.62	2.57	2.45	2.26	2.52	3.43	3.07	2.55	2.64	18.8
20. VICTORY—PACIFIC	2.70	2.47	2.36	2.18	2.15	2.79	3.38	3.91	1.94	2.53	18.0
21. DUNE	2.76	2.45	2.40	3.00	1.98	2.43	2.75	4.20	2.80	2.83	11.9
22. NAPOLEON	2.77	2.04	2.96	2.03	2.25	2.86	3.25	4.18	2.48	2.89	9.1
23. FRANCE 1940	2.82	1.75	2.05	1.85	3.30	3.25	4.05	3.00	3.40	2.75	16.0
24. JUTLAND	2.83	2.84	—	2.39	3.27	3.06	3.24	2.53	2.61	2.67	29.7
25. RAIL BARON	2.87	2.98	2.82	3.45	2.07	2.29	2.05	4.69	2.76	2.68	21.6
26. LUFTWAFFE	2.87	2.41	2.91	2.04	2.86	3.02	3.73	3.41	2.82	2.64	24.2
27. MIDWAY	2.88	2.75	3.12	2.56	2.78	2.90	3.66	3.08	2.37	2.73	15.7
28. AFRIKA KORPS	2.90	3.04	3.10	2.92	2.12	2.29	3.39	3.57	2.91	2.77	13.5
29. ALEXANDER	2.93	2.99	3.21	3.19	2.55	2.98	3.43	2.76	2.43	2.86	12.7
30. ORIGINS OF WW II	2.98	2.69	2.58	2.80	2.00	2.22	4.00	4.06	3.11	3.40	9.6
31. CRETE—MALTA	3.04	2.80	3.10	3.00	3.03	3.05	3.43	3.18	2.76	3.05	18.8
32. GETTYSBURG '77	3.04	2.52	2.48	2.50	4.32	3.79	3.07	2.46	3.02	3.21	27.6
33. D-DAY '77	3.07	3.72	4.54	3.69	2.19	1.94	3.00	3.19	2.94	2.44	20.2
34. BLITZKRIEG	3.09	3.39	3.28	3.30	3.14	2.89	2.25	3.67	2.81	3.05	24.0
35. TOBRUK	3.10	2.85	4.68	2.13	4.32	2.77	3.06	2.11	3.00	2.96	21.6
36. WATERLOO	3.18	3.29	3.27	3.11	2.01	3.11	3.27	4.32	3.21	3.01	16.2
37. WAR AT SEA	3.21	3.18	3.96	2.74	1.74	2.35	3.73	5.12	2.93	3.15	6.9
38. BULGE	3.21	2.93	2.80	3.31	3.08	3.40	3.53	4.11	2.81	2.95	20.0
39. FEUDAL	3.25	3.18	4.33	2.64	2.28	2.33	2.12	5.38	3.58	3.38	7.5
40. D-DAY '65	3.43	3.72	4.54	3.59	2.56	2.39	3.04	4.50	4.50	3.60	3.56
41. STALINGRAD	3.44	3.43	3.74	3.40	2.07	2.52	4.37	5.15	3.28	3.04	20.0
42. TACTICS II	3.51	3.43	4.30	3.59	1.45	2.18	2.32	5.57	4.59	4.20	11.6
43. MAGIC REALM	3.54	2.74	2.81	3.13	5.29	4.42	2.80	4.06	3.39	3.26	19.8
44. 1914	3.87	3.18	3.40	3.26	5.46	4.32	3.86	1.95	5.48	3.86	55.0
45. GETTYSBURG '64	3.88	3.59	3.84	3.54	2.68	3.39	5.08	4.51	4.34	3.98	12.5
46. KRIEGSPIEL	4.04	3.77	4.20	3.85	2.13	2.94	2.93	6.09	5.20	5.29	9.8
AVERAGE	2.92	2.73	3.02	2.70	2.79	2.82	3.24	3.38	2.90	2.84	19.6



Vol. 16, No. 4 had an overall rating of 3.23 making it the 4th most favorably received issue of the preceding six. This non-committal response to our first fantasy feature issue probably means that the wargamers who rated the issue very poorly and those who like fantasy (and were in the majority of respondents due to the nature of the puzzle) probably negated each other's biased votes. The best individual article was, as expected, Richard Hamblen's feature "Magical Mystery Tour" which topped his own supplementary article in second place. The rest of the voting on our 1200 point scale was as follows:

Magical Mystery Tour	420
Additional Rules Systems for Magic Realm	189
SERIES REPLAY: The Russian Campaign	152
East Front Asides	136
Third Reich With Finesse	134
The Asylum	93
Design Analysis: Magic Realm Errata	60
Avalon Hill Philosophy	16

The late change of date for ORIGINS has caused plans to go somewhat awry for Pat Flory's annual bus pilgrimage to ORIGINS. The bus will now leave the Worcester, MA area at 7 AM June 27 with stops in the New London and Bridgeport, CT areas. The cost of the round trip fare will be between \$13 and \$25 depending on number of riders. A \$15 deposit holds seat on a first-come, first-served basis. If interested, send a check and self-addressed, stamped envelope to: The Citadel, 171 Bridge St., Groton, CT 06340.

Occasionally a game despite major shortcomings is such a consistent seller over a period of time, that the expense of authoring a completely revised edition can be justified. Such is the case with *THIRD REICH* which is currently undergoing a complete rules rewrite. The map-board and situation cards will also be redone to correct ambiguities and add additional terrain features. A limited number of by-mail playtesters both with and without extensive experience with *THIRD REICH* are being sought for this project. Those interested should apply by letter to Donald Greenwood c/o Avalon Hill. We extend our regrets in advance that we will only be able to use a fraction of those expected to apply, and that we will be able to answer the letters of only the relative few who are selected.

Anyone interested in applying for a playtest position for the AH development of Battleline's *FLAT TOP* should address their inquiries to Alan R. Moon c/o Avalon Hill. Experience with the game is a prerequisite. Letters should include a brief resume with emphasis on gaming experience.

Pre-publication orders for *THE LONGEST DAY* are now being accepted for \$50. The game is expected to be available for ORIGINS this June, however, given earlier promises of two ORIGINS past you might be forgiven for taking a "wait and see" attitude if the idea of AH holding onto your \$50 too long bothers you. The post publication price might be even higher but there is no guarantee of this at this time.

One of the best local boardgame clubs we've run across since the demise of the California based Oops! organization is the Wichita Wargamers Association. Ninety members strong, the club votes each month to select a new game for their monthly tournaments. Publicity for their recent *RUSSIAN CAMPAIGN* tournament went so far as to include radio/tv announcements plus newspaper ads and posters at game outlets. Interested parties should contact the president, Roger Klingman, at his 2739 Clasen, Wichita, KS 67216 address.

Infiltrator's Report

The Russians could spare 27 infantry points in Contest No. 93 by using the defense pictured below. The keys to the puzzle are to avoid Axis overruns in clear weather, which would allow the Axis to clear away the second line of defense with enough strength left over to attack Leningrad on the second impulse, while also blocking the swamps from Axis advances in the event of snow or retreats forward. The solution works because it keeps the Axis infantry from taking part in the second-impulse attack against the 8 Inf. by stopping the Axis advance with an AV-proof line in the first impulse. As a result only fifty Axis points, the armor, SS and HQs, can attack the 8 Inf. This is enough to AV it and clear it out of the path to Leningrad, but there is nothing left to attack Leningrad itself.



Publicizing the results of surveys or awards presentations in which we do well always smacks of "blowing your own horn" to my way of thinking. Nonetheless I couldn't resist reporting the outcome of a study conducted by Don Eisan—a regional director of AHIKS—the country's oldest postal gaming club. In an effort to discover what the membership really liked in games they compiled a list of official club games played by mail over the past four years, as well as making use of surveys conducted over the same period of time. Of over 160 titles mentioned, just ten games represented nearly 60% of the total and nine of those ten were AH games. The study was composed of two parts. In the "MOST POPULAR FTF GAMES" category, AH games garnered 63% of the 1781 responses—and took the top seven places with *SL*, *TRC*, *PL*, *PB*, *3R*, *WS&IM*, and *KM* in that order. When the study switched emphasis to "MOST POPULAR PBM GAMES" AH coped 65.6% of the 1716 responses and still held on to the top seven places with *TRC*, *PB*, *BB*, *AK*, *STAL*, *ANZIO* and *PL* in that order. When combining the two studies to obtain a "MOST POPULAR ALL AROUND GAME" category AH was able to improve its position to nail down the top eight places with *TRC*, *PB*, *PL*, *BB*, *AK*, *SL*, *STAL*, and *ANZIO* in that order. Those wishing a more complete breakdown (the study was carried out to the top 50 places for all categories) should send Don a SASE and sufficient funds to cover photo copies. Don can be reached at 12115 Snow White Dr., Dallas, TX 75234.

Avalon Hill was once again well represented in the Silver Hexagon Awards—the British version of the Charles Roberts Awards which are voted on during the London gaming *BATTLEFIELD* convention. *CROSS OF IRON* took top honors in the Sec-

ond World War (Tactical) category as did our Battleline acquisition *TRIREME* in the Ancients category.

SQUAD LEADER enthusiasts in the Trenton, NJ area should contact John Kane. His Greater Trenton Area Wargamers have been meeting regularly for over five years every Wednesday night from 7 to 11 P.M. Lately, they've been specializing in multi-player scenarios of the *SQUAD LEADER* game system. John can be reached at 48 Willis Ave., Trenton, NJ 08628 or (609) 771-0118.

ANZIO purists may be interested to know that the game is now available in a new box featuring the artwork of Rodger MacGowan which appeared in the Vol. 16, No. 1 issue of the *GENERAL*. The box is available separately for \$3.00 plus 10% postage charge, but be sure to specify that you want the new *ANZIO* box featuring Rodger MacGowan's artwork or they may send you an older version. Maryland residents please add 5% state sales tax.

Your contest editor would like to apologize for any confusion he might have caused with his comments about the Bashkar in last issue's solution to Contest No. 92—and he would like to know where he got the idea that the 'B5' Bashkar had an 'M3(star)' attack on the reverse side. Fortunately, the weakness of the Bashkar merely means that the contest is easier to solve; all entries were checked for validity, and the first ten correct answers, picked at random, were those of: D. Del Grande, Greenbrae, CA; R. Pennington, Zanesville, OH; A. Van Zante, Pella, IA; T. Prokott, Maplewood, MN; C. Farnum, Holt, MI; B. Hinkle, Litchfield Park, AZ; J. Doughan, Franklin Lakes, NJ; K. Chase, Shrewsbury, MA; and J. Purvis, Memphis, TN.

The most popular errors involved the following points: an 'M5' move is not strong enough to move the Black Knight while he is wearing armor (an 'H' move is needed). If there is a time number on a weapon then that weapon time is used instead of the number on the FIGHT counter (remember, the Weapon Times Optional rule was being used). Weapon Length means that the archer will always attack first and the Dragon Head will attack before the Berserker's Axe—so the Dragon Head will always get in one attack.

Some final notes: the Troll is supposed to be armored, but this was indicated only in the *MAGIC REALM* issue of the *GENERAL* (it was not in the rulebook), so no entries were invalidated on this account; this made the contest even easier to solve. The most notable change that the Bashkar's weakness and the Troll's unarmored status made as far as solving the puzzle was that the Swordsman and Black Knight could attack the archer together, forcing him to attack in the Shield's direction or be killed, which leaves the Black Knight with the ability to make a fast MOVE to evade being undercut by any of the other attacks—so there are a large number of solutions built around having the archer and Dragon head (or some goblin) attack the Black Knight from the same box. Undoubtedly the most novel solution seen was to have the Swordsman be attacked by every attacker except the archer (who attack the White Knight and is attacked by the Black Knight with FIGHT M3); thereafter the Berserker can stand off the goblins, the Black Knight keeps swinging at the archer and the White Knight eventually gets the Troll (the Bashkar is free to keep beating futilely at somebody's armor), and after the Troll is gone the three characters have plenty of armor to survive while ganging up on one of the lighter enemies after another (first the archer, then the two goblins, and finally the Bashkar).

THE GENERAL CONTEST NO. 94

It is the start of the movement phase of an Advanced game of *DUNE*. Although it looks as if none of the four players can win this turn, one player has a guaranteed victory, no matter what the other players may do. It is up to you to determine who will win and the winning line.

All optional and advanced rules except "XVIII Longer Game" are in use. The situation is as follows. The *Kwisatz Haderach* has not yet appeared although the *Atreides* needs one more loss to reach seven casualties. The *Bene Gesserit* prediction does not occur this turn. The storm is currently in the *Sihaya Ridge* section. The following leaders have been killed: *Feyd Rautha*, *Ummah Kudu*, *Esmar Tuek*, *Soo Soo Sook*, *Lady Jessica*, *Duncan Idaho*, *Wanna Marcus* and *Lady Fenring*. The *Bene Gesserit* have announced they're no longer in coexistence in *Sietch Tabr* or *Habbanya Ridge Sietch*. There are twelve spice in *Cielago South* and six spice in the *Rock Outcroppings*.

The *Atreides* player has four tokens in *Carthag*, four tokens in *Arrakeen*, four tokens in *Cielago South*, six tokens in the tanks and the remaining two tokens in reserve. He has two spice. His traitor is *Beast Rabban*. He has poison, cheap hero, snooper and shield treachery cards in his hand.

The *Harkonnen* player has four tokens in *Tuek's Sietch*, four tokens in *Hagga Basin*, four tokens in *Sietch Tabr*, two tokens in reserve and the remaining six tokens in the tanks. He has four spice. His traitors are *Gurney Hallbeck*, *Princess Irulan*, *Alia* and *Guild Representative*. He holds a shield, poison, projectile, truthtrance, cheap hero, snooper and *La La La* treachery cards.

The *Blue Gerrerit* player has one token in *Habbanya Ridge Sietch*, four tokens in *Sietch Tabr*, one token in *Hole in the Rock*, five tokens in the *Polar Sink* and nine tokens in reserve. She has twenty-five spice and her traitor is *Thurfir Hawat*. She holds the *Hajr*, weather control and family tokens treachery cards.

The *Guild* player has seven tokens in *Habbanya Ridge Sietch*, eight tokens in the *Imperial Basin* and five tokens in reserve. He has three spice and his traitor is *Thurfir Hawat*. He holds a *Karama*, snooper, projectile and poison treachery cards.

The *Atreides* player is scheduled to move first followed by *Harkonnen*, *Bene Gesserit* and, finally, the *Guild*.

In the spaces provided, you are to name the player with the guaranteed win, plus the final locations of his men and battle plans which will give him the win. If you feel that the winning player's moves and battles may vary depending upon what the other players do, reveal the moves and battle plans against what you consider the most potent defense. Also indicate any special moves or comments in the Notes section.

Winner: _____

MOVES	Final location	# of tokens
1. _____	_____	_____
2. _____	_____	_____
3. _____	_____	_____
4. _____	_____	_____
5. _____	_____	_____
6. _____	_____	_____

BATTLE PLANS	Location	Strength	Leader	Weapon	Defense	Spice
1. _____	_____	_____	_____	_____	_____	_____
2. _____	_____	_____	_____	_____	_____	_____
3. _____	_____	_____	_____	_____	_____	_____
4. _____	_____	_____	_____	_____	_____	_____

Notes: _____

Ten winning entries will receive certificates redeemable for free AH merchandise. To be valid an entry must be received prior to the mailing of the next *GENERAL* and include a numerical rating for the issue as a whole as well as list the best 3 articles. The solution will be announced in the next issue and the winners in the following issue.

Issue as a whole . . . (Rate from 1 to 10, with 1 equating excellent, 10 equating terrible)

Best 3 Articles

1. _____	_____
2. _____	_____
3. _____	_____

NAME _____

ADDRESS _____

CITY _____

STATE _____ ZIP _____

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Tactical Gamette Addition to Squad Leader featuring British, French & Neutral TO&Es.

INSTRUCTIONS: Rate all categories by placing a number ranging from 1 through 9 in the appropriate spaces to the right (1 equating excellent; 5 average; and 9 terrible). **EXCEPTION:** Rate item No. 10 in terms of minutes necessary to play game as recorded in 10-minute increments. **EXAMPLE:** If you've found that it takes two and a half hours to play *FRANCE 1940*, you would give it a **GAME LENGTH** rating of "15." Participate in these reviews only if you are familiar with the game in question.

1. Physical Quality
2. Mapboard
3. Components
4. Ease of Understanding
5. Completeness of Rules
6. Play Balance
7. Realism
8. Excitement Level
9. Overall Value
10. Game Length

The review sheet may be cut out, photocopied, or merely drawn on a separate sheet of paper. Mail it to our 4517 Harford Road address with your contest entry or opponents wanted ad. Mark such correspondence to the attention of the R & D Department.

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Shipping charges are 10% of the dollar amount of your order if sent to a USA address. Shipping costs to Canada and Mexico are 20% of the order; overseas orders must add 30%. Any past *GENERAL* postage coupons previously offering different values may be used as the equal of this coupon.

Example: Customer A lives in the USA and orders a \$15 game. His postage charge is \$1.50 which he may pay by sending in 2 postage coupons and \$15, or 1 postage coupon and \$15.50. Customer B lives in Canada and orders the same game. He must pay \$15 in USA funds plus 3 postage coupons or \$15 plus \$1 for each postage coupon less than 3 which he sends.

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3. Insert copy on lines provided (25 words maximum) and print name, address, and phone number on the appropriate lines.
4. Please PRINT. If your ad is illegible, it will not be printed.
5. So that as many ads as possible can be printed within our limited space, we request that you use official state and game abbreviations. Don't list your entire collection, list only those you are most interested in locating opponents for.

Afrika Korps—AK, Air Force—AF, Alexander—AL, Alpha Omega—AO, Anzio—AZ, Arab-Israeli Wars, AIW, Armor Supremacy—AS, Assault On Crete/Invasion Of Malta—AOC, Bismarck—BIS, Blitzkrieg—BL, Battle Of The Bulge—BB, Caesar Alesia—CAE, Caesar's Legions—CL, Chancellorsville—CH, Circus Maximus—CM, Cross Of Iron—COI, Crescendo Of Doom—COD, Dauntless—DL, D-Day—DD, Diplomacy—DIP, Feudal—FL, Flat Top—FT, Fortress Europa—FE, France 40—FR, Fury In The West—FITW, Gettysburg—GE, Insurgency—INS, Jutland—JU, Kingmaker—KM, The Longest Day—TLD, Luftwaffe—LW, Machiavelli—MA, Magic Realm—MR, Midway—MD, Napoleon—NP, Naval War—NW, Objective: Atlanta—OA, Origins—OR, Outdoor Survival—OS, Panzerblitz—PB, Panzer Leader—PL, Rail Baron—RB, Riehthofen's War—RW, The Russian Campaign—TRC, Samurai—SA, Squad Leader—SL, Shenandoah—SH, Stalingrad—STAL, Starship Troopers—SST, Source Of The Nile—SON, Submarine—SUB, Tactics II—TAC, Third Reich—3R, Tobruk—TB, Trireme—TR, Victory In The Pacific—VITP, Viva Espana—VE, War and Peace—W&P, War At Sea—WAS, Waterloo—WAT, Wizard's Quest—WQ, Wooden Ships & Iron Men—WSIM.

NAME _____ PHONE _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

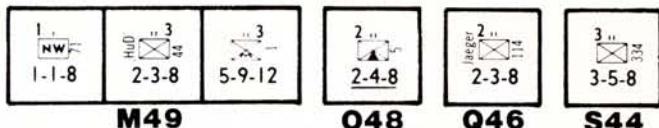
THE GENERAL

GERMAN DIADEM GAME RECORD CARD

BASIC GAME:

At Start: May 11, 1944

10th ARMY



M49

O48

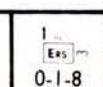
Q46

S44

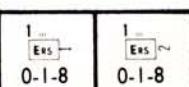


H51

Formia



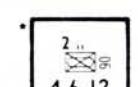
K51



L50



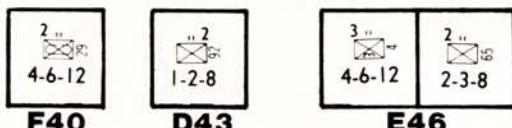
Chieti



Fiumicino

*May be withdrawn to 14th Army on first turn

14th ARMY

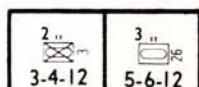


F40

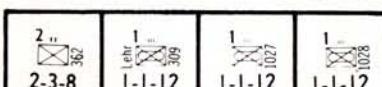
D43

E46

G50

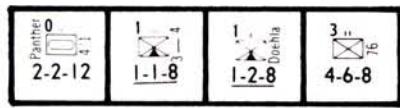


Frascati

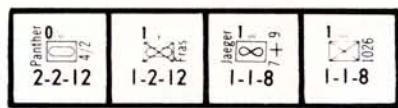


H47

Reserves



3 of 4 must deploy at least one hex behind front

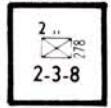


3 of 4 must deploy at least one hex behind front

Verona



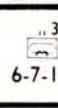
Rimini



Reinforcements

1st Turn

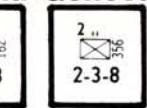
D24



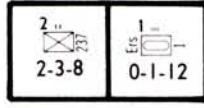
Cecina



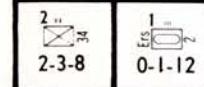
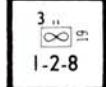
Genova



Entering 2nd Turn



Entering 3rd Turn



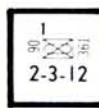
TIME TRACK—1944

1 2	3 0	4 1	1	2 1	3 0
MAY			JUNE		

ADVANCED GAME CHANGES:

At Start: May 11, 1944

(delete 90th & 15th PG divisions)



Fiumicino



Frosinone



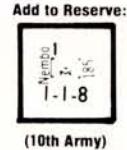
H51



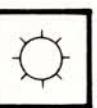
Gaeta



L50



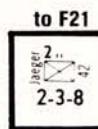
(10th Army)



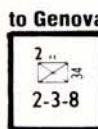
X 13

E46, Frascati, H47, G50, J51, Formia, K51, L50, M49, O48, Q46, S44, Chieti

Reinforcement Changes:



to F21
2nd turn



to Genova
3rd turn

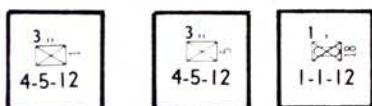
ALLIED DIADEM GAME RECORD CARD

BASIC GAME:

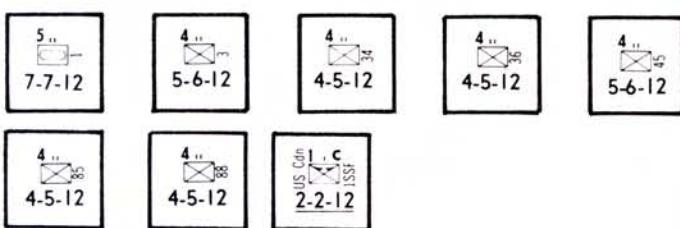
At Start, May 11, 1944:

5th ARMY

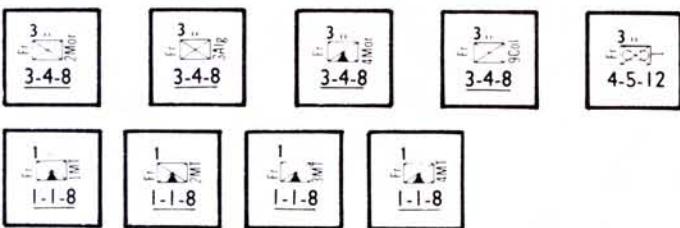
GREAT BRITAIN



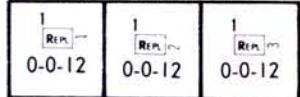
UNITED STATES



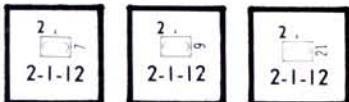
FRANCE



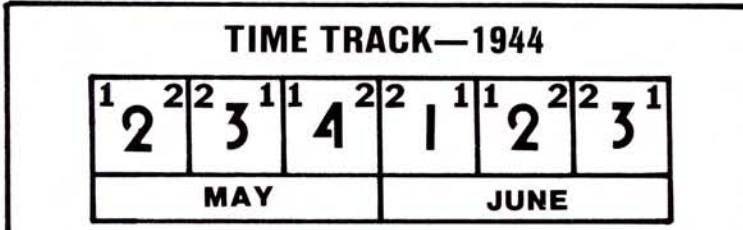
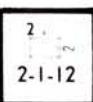
REPLACEMENTS:



Entering May 11, 1944:

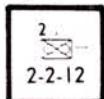


June 1



ADVANCED GAME CHANGES:

May 11, 1944:



Entering

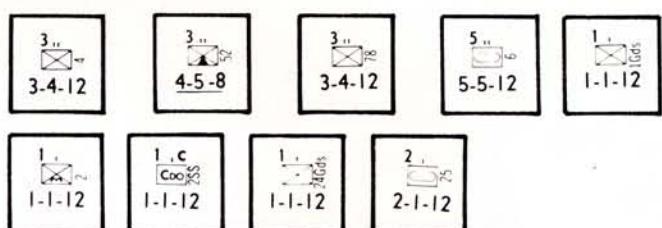


City Grid Coordinates

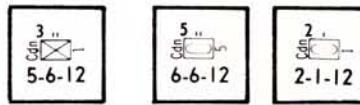
C27 Cecina	K47 Frosinone
U41 Chieti	I52 Gaeta
D45 Fiumicino	A14 Genova
J52 Formia	U21 Rimini
G46 Frascati	U5 Verona

8th ARMY

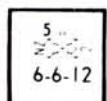
GREAT BRITAIN



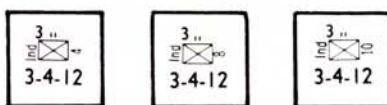
CANADA



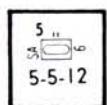
NEW ZEALAND



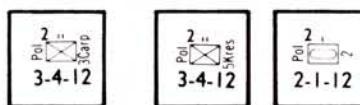
INDIA



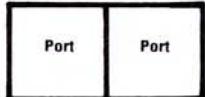
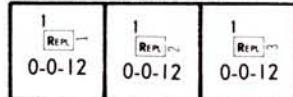
SOUTH AFRICA



POLAND



REPLACEMENTS:



DESIGN CREDITS

Four Player DIADEM Scenario

Scenario Design: Tom Oleson

Playtesting: Nicholas Barker,

Antonio Barrera,

Don Burdick,

Bob Cato,

Robert Corbett,

Rafael Diaz,

Hans Duerr,

Juan Duerr,

James Frediani,

Richard Logsdon,

Don Lowry,

Henry Milanski,

Steve Spoulos

THE GENERAL

CODE OF CONDUCT

Official AREA check list for AREA matches

Avalon Hill suggests you make photocopies of this form to fill out and exchange with your opponent prior to the start of every AREA postal match.

Name _____

Name _____

Address _____

Address _____

AREA Number: _____

AREA Number: _____

Phone Number: _____
(Include Area code & preferred local time to call)

Phone Number: _____
(Include Area code & preferred local time to call)

Date: _____

Date: _____

Approximate AREA rating: _____

Approximate AREA rating: _____

I have read the article "RULES OF CONDUCT" by Tom Oleson, which appeared in Vol. 16, No. 6 of *THE GENERAL*, and agree to abide by its rules for good postal play. Apart from the general rules, we agree to the following specific arrangements:

1. Game & Edition: _____
2. Scenario & applicable options: _____
3. Side each is playing: _____
4. Errata agreed to: _____

5. Other Agreements (such as second game w/exchange of sides): _____

6. Judge to handle disputes if other than AH: _____
7. Permitted time limit between the receipt of your opponent's turn, and the postmark of your reply:
 1 week 2 weeks 3 weeks 4 weeks other (specify): _____

8. Timeouts allowed to each side: one two three other (specify): _____

9. Time Span of timeouts: 2 weeks 4 weeks 2 months 3 months other (specify): _____
It is understood that violation of the above agreed upon time limits will be cause for a concession and signed victory slip regardless of cause.

10. The possible combat and movement thereafter results of each turn must be fully specified in advance when the turn is mailed. Note here any deviation permitted from this rule: _____

11. Combat Resolution System: divide by 6 special PBM base 10 table other (specify): _____

12. If using a back issue newspaper stock sheet as a random number sheet, specify:

A. Name & edition of newspaper: _____

B. "Fingerprint" of sheet you are using: _____

C. Any special procedure for selecting stocks: _____

13. If using a current date newspaper stock sheet for each turn, specify:

A. Name & edition of newspaper: _____

B. Minimum interval between postmark of letter and CTD of stocks: _____

C. Alternative CTD if invalid CTD chosen: next valid CTD other (specify): _____

D. Alternative stocks if stocks chosen are not usable: (in order) 1. _____

2. _____ 3. _____ 4. _____ 5. _____

6. _____ 7. _____ 8. _____ 9. _____

14. Attacks to be resolved by:
 defender attacker in subsequent letter using CTD after postmark of last letter

other (specify): _____

It is understood that if *one* of my moves has to be returned to me *more* than two times for correction (i.e., the same move), I will concede the game.

15. Special Arrangements not covered above: _____

16. Signatures of both players: _____

THE LAST RESORT

Official AREA Complaint Form

All complaints regarding AREA play are to be filed on a photocopy of this form or a typed or printed facsimile. All information contained on this form is required to file a grievance with AREA. All AREA grievances are resolved in accordance with the Code of Good Conduct article printed in Vol. 16, No. 6 of *THE GENERAL*. Do not expect help from AREA if your problem is caused by conduct other than that listed in the aforementioned article.

ACTION TAKEN: I understand that I cannot gain AREA points by gaining a forfeit win over my opponent. All that can be gained is a possible prompting of my opponent to fulfill his AREA obligations and consequently to resume our game, or failing that, his disqualification from the AREA rating pool.

REQUIREMENTS: 1. To file a complaint you must first have written your opponent trying to resolve your problem at least twice without success at two week intervals and must send him a copy of this complaint.

2. Do not file more than one complaint per form or per attached separate piece of correspondence.

3. If an AREA response is requested, a SASE is necessary.

Please print or type

Your Name _____

Address _____

AREA Number _____

Opponent's Name _____

Address _____

AREA Number _____

Game Being Played: _____

Date Begun: _____

Number of Turns Played: _____

Date of last correspondence from
opponent: _____

Date of last unanswered correspondence
to opponent: _____

Number of unanswered inquiries sent at
bi-weekly intervals: _____

NATURE OF COMPLAINT: Explain below or per attached correspondence. If a Code of Conduct agreement was made at the start of the match, attach same as proof of claim. In its absence, send other proof (such as letters from opponent agreeing to rules, etc.).

I certify that the above information is correct to the best of my knowledge, and that this claim is filed as a last resort and in the best interest of fair play in the AREA Rating Pool.

Signature _____